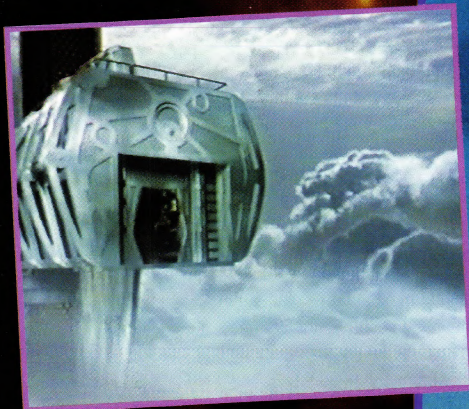




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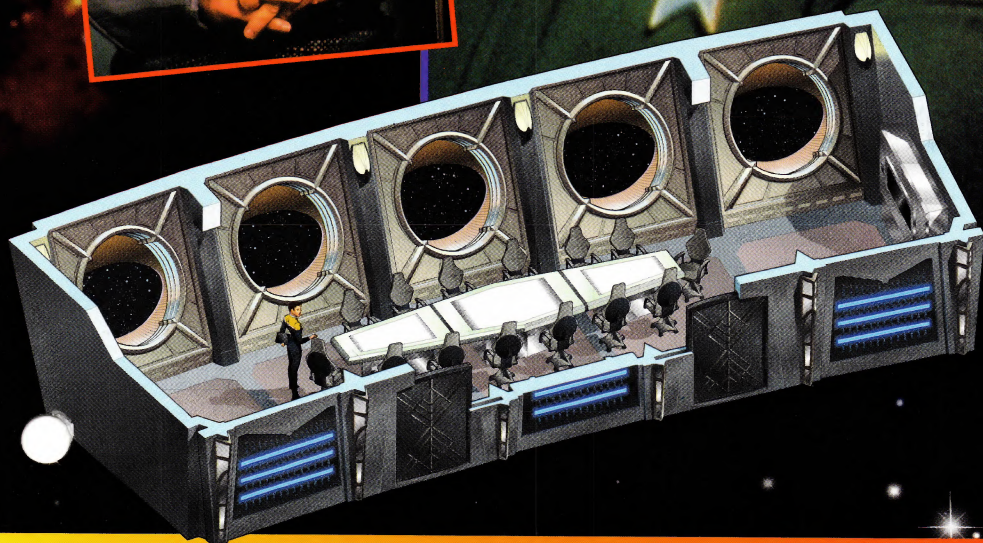
The Romulan Timeline
The Star Empire's early history

Homeworld of the Nezu
Meteor attack threatens colonies

Tokath's Peaceful Solution
Making friends of his enemies



The Absorption Device
Dangerous technology on Beta III



DEEP SPACE NINE: Inside the Wardroom
Briefings, meetings, and official functions

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9 771364 398010



THE OFFICIAL STAR TREK[®] FACT FILES



CONTENTS: PART 112

The Guide to the STAR TREK Galaxy

The DELTA QUADRANT (Part 6)
The ROMULAN Timeline (Part 1)
The Moon and its Colonies
The NEZU

FEDERATION STARFLEET

DEEP SPACE NINE: Wardroom
U.S.S. ENTERPRISE NCC-1701:
Crew Under CAPTAIN KIRK: 2260's (Part 7)

Non-FEDERATION Starships

CYTHERIAN Interface Chair

Personnel Files

JANEWAY & TUVOK
TOKATH

Equipment & Technology

BETA III Absorption Device

Starship Log

STAR TREK: THE NEXT GENERATION –
'Galaxy's Child'/'Night Terrors'
STAR TREK: DEEP SPACE NINE –
'Empok Nor'/'In the Cards'

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COMING
NEXT WEEK:



The Guide to the STAR TREK Galaxy

Sport in the 24th Century (Part 1)
CHAKOTAY's Medicine Wheel
The BENZITES

FEDERATION STARFLEET

EPSILON IX
U.S.S. ENTERPRISE NCC-1701:
Crew Under CAPTAIN KIRK: 2260's (Part 8)

Non-FEDERATION Starships

JEM'HADAR ATTACK CRUISER

Personnel Files

TOM PARIS's STARFLEET Career
RAYNA KAPEC
GARAK and the OBSIDIAN ORDER

EQUIPMENT & TECHNOLOGY

ANGEL ONE Execution Device

Starship Log

STAR TREK: The Original Series –
A-Z Episode Guide (Part 4)
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Authors: Kathe Conti, Chris Dows, Jonathan Freund, Peter Griffiths, Andrew Littlefield, Bill Margol, Ted Pederson, Marcus Riley, Beth Slick, Jim Swallow, Emma Tennant, Alex Terapane

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PHOTO EDITOR, LOS ANGELES: Larry Nemecek

ART EDITOR, LOS ANGELES: Guy Vardaman

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CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3 CARD 6F

DELTA QUADRANT



CHARTING
THE GALAXY

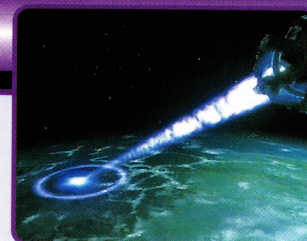
KRENIM SPACE

CLASS: VARIOUS

The **U.S.S. Voyager NCC-74656** enters an area of the **Delta Quadrant** that is in dispute. Uniquely, the planets and races found in the region vary in the wake of constant temporal incursions by a race known as the **Krenim Imperium**. The Krenim once dominated the region using powerful temporal weapons; they were overthrown by the **Zahl**, but the timeline is changed again when the **Krenim Temporal Weapon Ship** obliterates the Zahl homeworld, erasing the race from time, and altering the whole area of space. The Krenim Imperium now encompasses 849 worlds, a 98 percent restoration of their original domain. The **Weapon Ship** also destroys the **Garenor** homeworld,

and the Krenim try to annihilate the **Malkoth**, **Rilnar**, **Alsuran**, and **Ram Izad** races in an attempt to restore the Imperium to its former glory.

Their influence on the region is stopped when **Voyager** forms an alliance with the **Nihydron** and the **Mawasi** to attack the **Weapon Ship**. The vessel implodes, and the original timeline is restored, bringing back with it the civilizations that were wiped from existence by the various incursions. This includes the colony on **Kayana Prime**, which was devastated by a disease that was itself created by an incursion. **Voyager** again meets the Krenim, but, this time, **Captain Janeway** decides to leave the disputed area of space.



▲ The **KRENIM TEMPORAL WEAPON SHIP** has the power to erase entire civilizations from existence.

FIRST VISITED: STARDATE 51268

STARSHIP LOG: 'YEAR OF HELL', PARTS I & II

MARI HOMEWORLD

CLASS-M PLANET

This beautiful, blue-green planet is populated by a race of friendly humanoid telepaths. The crew of the **U.S.S. Voyager** beam down for some rest and relaxation, and to trade in the Mari's bustling, open-air, high-tech bazaar. The race prides itself on the fact that there is virtually no crime or violence in Mari society, but this has been achieved by prohibiting violent emotions, and making people responsible for their own thoughts – a necessary move in a race of telepaths. Various members of the **Voyager** crew witness a violent crime while they are on the planet, and are questioned by **Chief Examiner Numira**, using a transcription device that logs engramatic activity. As a result, **Lt. Torres** is arrested on a charge

of having an aggravated violent thought; allegedly, a member of the Mari, **Frane**, telepathically picked this up from her and committed a murder because of it. Punishment is an engramatic purge; this will remove the offending images from Torres's mind, but there is a risk of neurological damage. The Mari deem this necessary, as they need the exact thought to treat Frane. **Tuvok** becomes suspicious of their findings when he learns Frane is an habitual perpetrator of hostile thoughts, and has been through years of neurogenic reconstruction; the security officer tracks down a black market in illicit mental imagery. With proof that Torres's thoughts were stolen from her rather than passed on accidentally, she is free to go.



▲ **Janeway and Torres** barter for goods in the Mari marketplace, unaware of the risks in dealing with this telepathic race.

FIRST VISITED: UNRECORDED

STARSHIP LOG: 'RANDOM THOUGHTS'

UNNAMED PLANET

CLASS-M PLANET

The **U.S.S. Voyager NCC-74656** has numerous important pieces of technology, including its main computer processor, stolen by aliens using a long-range transporter device. With many systems working at only half capacity, it takes **Voyager** 10 days to locate and reach the planet to which the hardware has been taken. From orbit, the crew detect 27 other starships, of different alien origin, suggesting that the planet is an active center of commerce. The different alien ships are causing signal interference with **Voyager's** scans, and, therefore, the crew are unable to pinpoint their technology and simply beam it out.

The myriad races make it easy for undercover away teams to beam down to the two continents without arousing suspicion. On the surface, **Captain Janeway** and **Tuvok** arrive at a busy, open air market, and detect materials and goods that have originated from numerous sources, indicating that there must be a strong trade in stolen goods. The native inhabitants of the planet are pale-skinned humanoids; their foreheads feature raised bumps.

▲ The cosmopolitan city of commerce is characterized by angular, stone buildings painted in strong, primary colors. It is surrounded by tree-covered meadows.

Janeway meets up with her holographic companion, Leonardo da Vinci; he has the **Doctor's** holoemitter, and is therefore able to operate outside of the **holodeck**. Da Vinci claims that the 'prince' of the area has become his patron. This man is in fact **Tau**, the leader of the pirate traders. Eventually, **Voyager** detects the main computer processor in a storage facility, but a dispersion field surrounding it stops it from being beamed out. Janeway and da Vinci infiltrate the guarded block, and cause a power surge that creates a signature powerful enough for **Voyager** to lock on to their property and transport it back. Janeway and da Vinci escape, and are also able to beam up.

FIRST VISITED: STARDATE 51386 STARSHIP LOG: 'CONCERNING FLIGHT'





The Guide to the STAR TREK Galaxy

FILE 3

CARD 6F



DELTA QUADRANT

DREAM ALIEN WORLD

CLASS: UNKNOWN

The crew of the **U.S.S. Voyager NCC-74656** experience disturbing nightmares that all have one thing in common: the presence of a vicious-looking alien with sharp ridges on his forehead, and down the front of his neck. Several members of the crew, including **Ensign Harry Kim**, cannot be woken, and even the **Doctor** is unable to revive them. It is discovered that the crew members' sleep has been induced by an alien race, which exists in what it calls "the sleeping world." The sleeping species' homeworld is in a six-planet system less than a parsec away from *Voyager's* present location.

The aliens operate within a collective unconsciousness, trapping passing races in their sleep. The Doctor discovers that a neurogenic field, creating heightened electrical activity in the brain, is causing hyper-REM sleep, and this is spreading throughout the crew. The brain patterns of those

asleep are identical, and they are sharing the same dream. **Commander Chakotay** adjusts *Voyager's* scanners to detect neurogenic fields, and locates one beneath the surface of a planet less than a light year away. The ship's proximity to the planet's neurogenic field makes it even more difficult for 'waking' species – such as the *Voyager* crew – to stay awake. Chakotay beams down to some caves beneath the surface, and discovers hundreds of frail-looking aliens, all of whom are fast asleep. He also finds a high-tech transmitter, protected by a forcefield, that is amplifying the neurogenic field. Using an **animazine** derivative, a powerful stimulant, to wake one of the aliens, Chakotay tells him that *Voyager* will launch a **photon torpedo** at the planet unless his people disconnect the transmitter. Left with little alternative, the aliens reluctantly release their hold. As *Voyager* travels away, the crew awake.



The hundreds of sleeping aliens who attack VOYAGER dwell in the caves beneath the surface of a gaseous planet.

FIRST VISITED: STARDATE 51471
STARSHIP LOG: 'WAKING MOMENTS'

ENTHARAN HOMEWORLD

CLASS-M PLANET

The **U.S.S. Voyager** visits the **Entharan** homeworld, a pleasant **Class-M** planet, to negotiate the purchase of some more powerful weaponry. They meet with a member of this humanoid race, the arms merchant **Kovin**, who sells them an **isokinetic cannon**. With one projectile, this weapon can penetrate **monotanium** 10 meters thick, even through a **chromoelectric forcefield**. In exchange, **Captain Janeway** offers Kovin maps, including comprehensive data on tens of thousands of populated worlds, and some **isolinear chips**.

On the planet, **Lt. Paris** and **Seven of Nine** test personal firearms. Kovin takes Seven to his high-tech laboratory to make some adjustments to one of

the weapons. Later, while under hypnosis from the **EMH**, Seven recalls Kovin incapacitating her, and harvesting her **Borg nano-probes**. After an investigation, the crew can find no concrete evidence to support Seven's allegations, but, by this time, Kovin has fled, fearing for his livelihood. He attacks *Voyager* when they track him down to tell him about their new findings, and, unfortunately, the dealer is killed when a weapons overload blows his ship apart.

A few days later, Seven claims that, for the first time in her life, she feels remorse over an individual's death.

FIRST VISITED: STARDATE 51658
STARSHIP LOG: 'RETROSPECT'

Seven of Nine and Tom Paris beam down to the surface of Kovin's planet, to test the arms dealer's weapons. Later, Seven accuses Kovin of assaulting her, and of stealing her Borg nanotechnology.



KENDREN SYSTEM PLANET

CLASS-M PLANET

The **U.S.S. Voyager** visits the fourth planet of the **Kendren system**, a blue-green world on which **Neelix** gathers food supplies. An alien, who steals genetic material and exchanges it with his own, hijacks **Tom Paris's** body, and impersonates the **Starfleet** officer. He invites B'Elanna Torres to join him in a picnic on a romantic beach, located elsewhere on the planet.

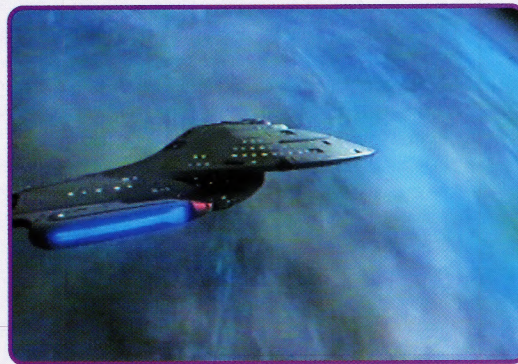
The alien, who calls himself **Steth**, encounters *Voyager* when his starship is about to explode. He claims to have come from the fourth planet of the **Benthan system**, 20 light years away. He arrives in a ship which has a **coaxial warp drive**, a propulsion system that folds the fabric of space, allowing instantaneous

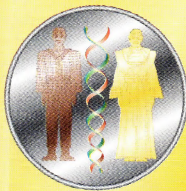
travel across vast distances. The coaxial drive works by drawing in subatomic particles and reconfiguring their internal geometries, but the particle instabilities regularly overload the engines, and the system is not yet perfected. Steth also claims to have been to **Entaabab** space, where the Entaabans attacked him; he only just managed to escape.

Tom Paris, meanwhile, has been dispatched by Steth, in the repaired coaxial vessel, toward the **Kotaba expanse**. Luckily, he manages to return to *Voyager* and reclaim his body from the malevolent alien.

FIRST VISITED: STARDATE 51762
STARSHIP LOG: 'VIS-À-VIS'

Lt. Tom Paris has an 'out-of-body' experience when VOYAGER visits a planet in the Kendren system – an alien being capable of exchanging genetic material swaps its body for his.



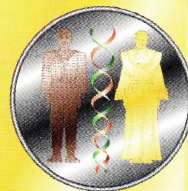


OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 77



OTHER GROUPS
AND RACES

THE NEZU

The Nezu are a peaceful, cooperative, and hardworking people. A technologically-advanced race, they have already begun to successfully spread across the Delta Quadrant, establishing colonies — but, in 2373, one of their worlds comes under attack.

The Delta Quadrant is a vast area, and many races do not restrict themselves to their own systems for exploration, commerce, or mining.

One such race is the Nezu, who actively survey and colonize planets, in order to maintain their society.

The Nezu are a humanoid race, very similar to human beings in size and stature, although they have several

unique facial features that distinguish them as an alien race.

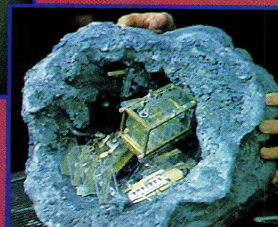
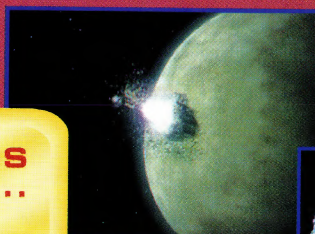
Their ears, and the basic shape of their cranium, are near-identical to humans, but they have a raised ridge running from the top of the forehead all the way down to the nose, appearing as a narrow line bisecting the top half of their faces. Their eyes are well protected by heavily-defined eyebrow ridges, which in turn bear

▶ *The Nezu are a humanoid race, but their facial ridges and bumps distinguish them from human beings. The females of the race have a less pronounced bone structure than the males.*

▶ *The Nezu world encountered by the U.S.S. VOYAGER is being bombarded by meteors.*



▼ *The meteors should vaporize when fired upon, but do not. Further investigation reveals they are artificial.*



OTHER CARDS IN THIS FILE...

23 THE TALAXIANS

82 THE MIKHAI TRAVELERS

101 THE TARESANS

SEE OTHER FILES...

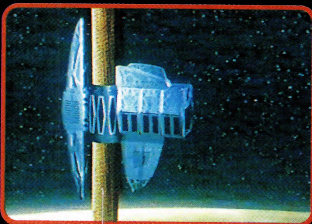
STAR TREK: VOYAGER.....File 71

NEZU TECHNOLOGY

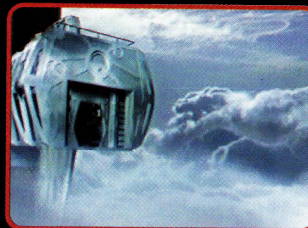
The orbital tether

The Nezu are an advanced civilization, and their colony worlds utilize a piece of sophisticated technology known as an orbital tether. This provides transport from the colony's surface into space, via a very long cable that stretches from a ground station to a space station in synchronous orbit. The Nezu use this equipment to transport supplies and manufactured goods to and from the surface of planets in lift carriages, which smoothly climb the cable. In the absence of shuttlecraft or transporter technology, this magnetic leverage system provides an efficient means of sending cargo over vertical distances of 300 kilometers, and suits the industrious Nezu temperament.

▼ *The orbital tether is a viable alternative to transporter technology, or the use of shuttlecraft.*



▼ *The orbital tether can carry cargo as far as 300 kilometers above the surface; the Nezu make much use of this efficient system.*



▼ *A cable stretches from the planet's surface up into space, where it connects with an orbiting station.*



a number of raised bumps at regular intervals along the front of the ridge. These bumps are also in evidence under the chin, and three or four usually run down to the throat.

Gender differences

The features of the Nezu females vary slightly from the males. Their facial ridges are smaller, and the bumps less pronounced over the eyes and down the throat. They tend to be slightly smaller than the males, but with the same bony process sweeping back to the temples from the sides of the eyebrows.

Females appear to be equal to the men in Nezu society; they work at the same levels as their male counterparts, and are employed in manual

Planet	Nezu colony
Class	M
Quadrant	Delta
Inhabitants	Humanoid
Social structure	Nezu status is identified by the clothes they wear, but there does not appear to be a strict caste or class system.
Environment	Standard gravity. The colony on which the U.S.S. VOYAGER's shuttle lands suffers arctic temperatures.
Features	The Nezu are an advanced species, and their technology seems mainly geared toward colonization and mining.
Starship Log	STAR TREK: VOYAGER 'Rise'



GALAXY FACTS

- ▶ The Talaxian world Rinax also utilized an orbital tether system; Neelix once worked on one for two years as a maintenance technician.
- ▶ Lillias eventually receives word that her sister, Hallas, had also survived the attacks.
- ▶ The Nezu traitor, Sklar, poisons Dr. Vatm before he can reveal that the bombardment is a deliberate act of aggression.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 77

THE NEZU



OTHER GROUPS
AND RACES

▶ The impression gathered by the crew of VOYAGER is that the Nezu are a trustworthy and reliable race. Some individuals, however, act purely in their own interest, and even collaborate with the Etanian invaders.



▶ There appears to be little distinction between the sexes in Nezu society. Males and females are designated as equal labor on mining colonies; their attire is also similar, though females wear dresses when not working.



▶ Lillias, a female Nezu colonist and foundry worker, survives the meteor bombardment. Neelix reassures her that her family will be found safely.

tasks as much as the men. Teamwork and cooperation appear to be the by-words in these Nezu colonies.

Nezu status is exhibited by their styles of clothing. The ambassador who meets Captain Janeway

wears a simple two-piece outfit, consisting of a long coat and pants, while the garb worn by the manual workers is far more utilitarian, consisting of dark gray pants, tunics, and workbelts. This allows for manual labor, while also protecting the individual.

Lack of adornment

The females don elegant, single-piece dresses when not working; otherwise, there is little distinction between the attire of the sexes. The Nezu do not appear to adorn themselves with symbols or jewelry, reflecting their practical and industrious nature.

From the manner in which a manual worker addresses a scientist or

ambassador, it appears that the race do not have a particularly rigid class or caste system, and no distinction seems to be made between the perceived value of a manual worker, and a representative of the government.

As a technologically advanced civilization, the Nezu have become specialists in particular sciences. The world on which the **U.S.S. Voyager NCC-74656** crew meet them supports five colonies, and activities include the mining of **gallicite**, and the processing of metal in foundries. In addition, research is undertaken by xenobiologists, reflecting more than just a passing interest in the race's new environ-

ments. Five settlements are clustered around the planet's eastern coastal region, and spread throughout the main continent.

Specific technology

It would appear that the Nezu have not developed or acquired shuttlecraft technology or transporter systems, although the uninviting nature of some of the worlds they colonize may dictate the transportation systems that can be used effectively.

The Nezu are perfectly capable of protecting themselves, but their technology is not geared to military operations. They do not employ heavily-armed orbiting ships, and do not appear to have any kind

of separate military order within their society.

When a series of huge asteroids begin to bombard their settlements, the Nezu attempt to destroy them in orbit, unaware that they are actually under attack from the **Etanian Order**, a militaristic race whose tactics consist of creating apparently natural disasters.

These veiled attacks are intended to prompt the evacuation of a planet's population, whereupon the Etanians simply stake their own claim. The 'asteroids' are artificial, and designed not to vaporize under fire. The devastation caused by this sustained attack causes a major breakdown in the social structure of the normally peaceful and cooperative Nezu.

STRANDED

Invasion plans

The Nezu branch out across the Delta Quadrant and colonize planets in the interests of exploration and commerce; there are other races, however, who take what they require through any means necessary. When the **U.S.S. Voyager NCC-74656** encounters a Nezu colony, they find the colonists suffering from a meteor bombardment. **Voyager** targets the meteors but, strangely, they do not vaporize under fire.

The meteors are later found to be artificial, launched as part of the Etanian invasion plan, to force the colonists to evacuate. Meanwhile, Tuvok and Neelix are sent to the surface to rescue Dr. Vatm, who claims to have information he must pass on to the Nezu ambassador. The shuttle crashes, and they are trapped on a remote ground station, along with some of the surviving colonists. Little does the group realize that there is a traitor within their midst.

▶ Tuvok must deal with tensions and frayed nerves while leading his stranded group to safety, using the orbital tether system.

▶ Neelix and Lt. Tuvok find themselves stranded on the Nezu colony world, along with a handful of survivors. They need to get Dr. Vatm back to the **U.S.S. VOYAGER**.



▶ The Etanian invasion force is led by Commander Goth. Once the invaders realize that their plans have been discovered, they decide to attack the Nezu openly.



Emotional strain

The Nezu are a polite race, who generally greatly appreciate the help of outsiders, but the added strain of being separated from friends and family can sometimes cause individuals to react in a hostile manner, at least until they feel assured of the intentions of the newcomers.

In general, however, the Nezu are an observant, sensitive and industrious race. They dislike deception, and those who endanger the lives of others. The great majority of the race simply wish to get on with their work; and if they can be of help to others in the process, they will happily do what they can.



THE UNITED FEDERATION
OF PLANETS

The Guide to the STAR TREK Galaxy

FILE 7

CARD 5B



THE UNITED FEDERATION
OF PLANETS

THE MOON & ITS COLONIES

Since the dawn of human history, Earth's moon has graced the night skies, inspiring myth and legend with its ethereal silvery light. Renaissance astronomers gazed with wonder at its surface through early telescopes, and when humanity finally left the world of its birth, those first faltering steps were taken upon the surface of the moon.

The moon of Earth has been worshipped as a god or goddess by many of Earth's cultures. The mysterious orb has usually been assigned feminine qualities; in classical mythology, for example, the Greeks worshipped the moon in the form of the goddess Selene, or the darker goddess Hecate; later, it was designated the huntress, Artemis.

Myths and mysteries

Many myths have surrounded the moon, and romantic songs and poems have been written about it. The moon's glow was also believed to trigger a terrifying transformation in cursed human beings, changing them into vicious, wolf-like

creatures. Indeed, the moon was associated in later times with madness, and was even believed to be aligned with the forces of evil. In medieval times, people imagined that witches or goblins would dance beneath the moon's light. At one time, it was even believed to be made out of green cheese.

Many early literary works of science fiction featured stories in which man traveled to the moon, and experienced many strange encounters and adventures; one such tale was H.G. Wells's 'The First Men on the Moon.'

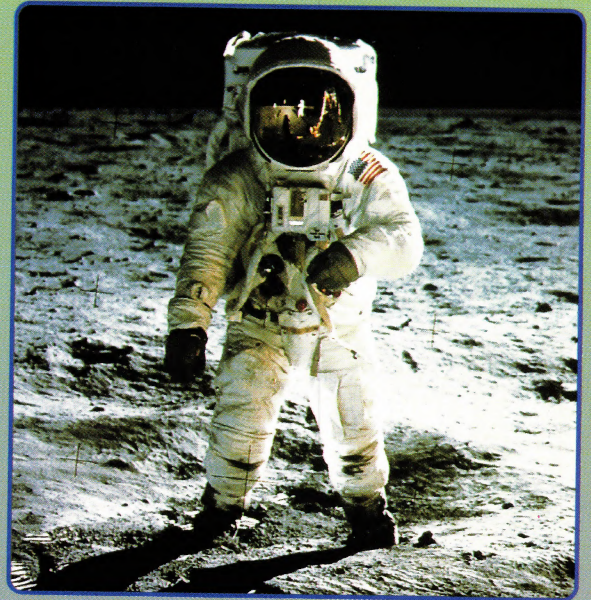
The 20th century brought an end to the mystery and speculation, as Earth's sole natural satellite – called simply the moon – began

to play an important role in humanity's expansion into space. By the 24th century, the small, lifeless satellite has been transformed into a vital and thriving colony of the **United Federation of Planets**, home to more than 50 million inhabitants.

Earth's moon is estimated to be about 4.6 billion years old. With a diameter of 3476 kilometers – about one-quarter that of Earth – it is not the largest satellite in the solar system, yet it is far from the smallest.

Ancient history

The moon's origins are not yet known, although there are several theories regarding how it came to be. The most likely scenario is that the moon was formed from a piece of the



▲ Astronaut Neil Armstrong became the first human to set foot on another world, and his famous first steps on the surface of the moon were one of the defining moments of human history.

LEAVING THE CRADLE

Apollo 11

In the early 1960's, the president of the United States, John F. Kennedy, promised that his nation would land a man on the moon by the end of the decade. True to his word, on July 20 1969, the **Apollo 11** lunar module, the **Eagle**, crewed by U.S. astronauts Edwin Aldrin and Neil Armstrong, landed on the moon's surface.



▲ Edwin E. 'Buzz' Aldrin was also assigned to the **APOLLO 11** mission. Early astronauts were said to be awed by the amazing view of Earth from space.



▼ The moon has been deified in the mythology of many of Earth's cultures, and has inspired many wild and fantastical tales.

Satellite The Moon
Class M Quadrant Alpha
Coordinates Sector 001

Orbiting Earth
Age An estimated 4.6 billion years old.
Surface The moon has been heavily scarred by meteor bombardment. It is estimated that there are three trillion craters of more than one meter in diameter on the surface.
Life Forms Home to 50 million Federation colonists.
Starship Log STAR TREK The Original Series 'Tomorrow is Yesterday'; STAR TREK: FIRST CONTACT; STAR TREK: THE NEXT GENERATION 'Descent', Part I; STAR TREK: DEEP SPACE NINE 'The Maquis', Part I

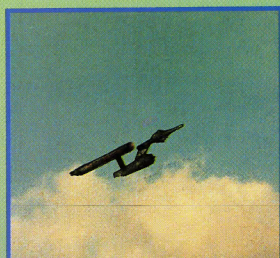
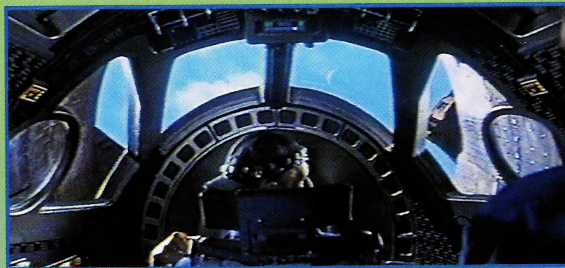
Early space flights and expeditions to the moon paved the way for later advances in space travel, such as the first warp flight, which was piloted by Zefram Cochrane in his spacecraft, the **PHOENIX**, on April 4, 2063.



The Guide to the STAR TREK Galaxy

FILE 7 CARD 5B

THE MOON & ITS COLONIES



The first **STARSHIP ENTERPRISE** travels back to the time of the **APOLLO** missions.



Lt. Uhura picks up transmissions from the first moon landing.

Earth that broke off following a calamitous planetary impact, sometime in the planet's distant past.

Circling the Earth at an average distance of 384400 kilometers, the moon has an orbital period of 27.3 days. Its average speed is 3700 kilometers per hour.

The lunar surface is covered with craters, ranging in size from enormous to microscopic; it is theorized that these have been caused by the high-speed bombardment of meteorites, or other space debris.

Craters

The larger craters appear as dark patches when viewed from Earth; this led early terrestrial observers to believe that those areas were oceans on the moon's surface. The moon's largest crater, Mare Imbrium, or Sea of Rains, is more than 295 kilometers in diameter,

and 3960 meters deep. There are estimated to be more than three trillion craters of more than one meter in diameter on the surface of the moon.

The concept of exploring Earth's moon was first sparked in the minds of early human beings, who looked up into the night skies and speculated about the nature of the bright, white orb above them. In the renaissance period of Earth's history, telescopes began to provide curious scientists with a wealth of detailed information regarding the satellite.

During the 20th century, huge advances in aviation and rocketry culminated in the **Apollo** program, an ambitious series of space launches designed to ultimately place human beings on the moon's surface.

In 1969, two American astronauts, Neil Armstrong

On his first warp test flight, space pioneer **Cochrane** is awed by the beauty of the moon.

and Edwin E. 'Buzz' Aldrin, touched down on the surface of the moon in a tiny landing module, named the **Eagle**. With famous and unforgettable words – "one small step for man, one giant leap for mankind" – Armstrong ushered in a new era in the history of humanity. The people of Earth began to physically explore a different world.

More missions

Over the next three years, six more manned **Apollo** missions to the moon were launched, resulting in crew members traversing over 97 kilometers of the moon's surface, and conducting more than 60 scientific experiments. 381.7 kilograms of materials were collected for study back on Earth.

The moon's proximity to Earth, the planetary headquarters of the **Federation**, makes it a valuable and vital hub of cultural activity and commerce. In the 24th century, the moon's 50 million colonists, mostly live in the major lunar cities.

The two most well-known settlements are **Tycho City** and **New Berlin**. Tycho City is home to a large number of colonists, and is massive enough to be seen from Earth under the right weather conditions.

Lunar colonists from Earth have not forgotten the heritage given to them by their homeworld, and have brought with them many Earth traditions. For

GALAXY FACTS

Benjamin and Jennifer Sisko attended a mazurka festival on the lunar colony of New Berlin, along with Calvin Hudson and his wife, Gretchen.

In the 20th century, the United States nation initiated a program to study and map the moon, beginning with the **RANGER 7**. This impacted on the moon on July 31, 1964.

example, among New Berlin's cultural offerings is the famous **mazurka festival**, a celebration of folk music and dance that originated in the area of Earth's European continent once known as Poland.

Traditional sausage and beer are plentiful at the event, and participants often dress in historic garb, including lederhosen and traditional hats. Events such as this help make New Berlin a popular destination for tourists.

In 2369, the New Berlin colony causes a minor emergency when it sends out an erroneous alert upon mistaking a passing **Ferengi** trading vessel for an invading **Borg cube**.

Named in tribute

Another well-known site on the moon is **Lake Armstrong**, named after the first human being to walk on the lunar surface. Like Tycho City, this man-made body of water is visible from the surface of Earth on a clear night.

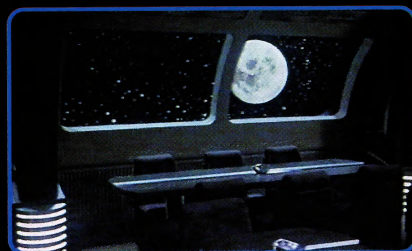
In the distant past, human beings held many peculiar beliefs about the large and ethereal white orb that lit up the night skies above them. One of the more colorful opinions was that the moon was inhabited by intelligent beings, but by the 24th century, this idea does not seem so ludicrous to the 50 million lunar colonists. Green cheese and werewolves, however, may still be a little far fetched.

DREAMS OF THE MOON

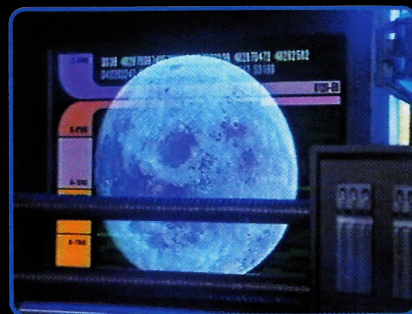
Directed dreaming

Lost in the Delta Quadrant, the crew of the **U.S.S. Voyager NCC-74656** are attacked through their dreams by a race of aliens that has evolved in the 'sleeping world.' Commander Chakotay tries to make contact with the aliens through a method called directed dreaming, using the **Akuna** to send himself into a deep sleep. He knows he must have a stimulus to let his sleeping self know he is dreaming, and so **Voyager's** first officer decides to use the image of Earth's moon in his dream. When it appears in the window, or is reflected, it reminds Chakotay to tap the back of his hand three times, and thus return to the waking world.

The second time Chakotay sees the moon, its image is reflected in a control panel; this time its stimulus is effective, and he wakes.



Chakotay first sees the vision of Earth's moon through the windows of **VOYAGER's** mess hall, but fails to successfully wake up.





U.S.S. ENTERPRISE NCC-1701

PERSONNEL

CREW UNDER CAPTAIN KIRK: 2260'S

NOEL

NAME: NOEL, HELEN
RANK: DOCTOR
FIRST SEEN: 2267
STARSHIP LOG: 'DAGGER OF THE MIND'

A member of the *U.S.S. Enterprise NCC-1701* medical staff, **Dr. Helen Noel** has expert experience in psychiatry and penology. She first meets **Captain James T. Kirk** at the science lab Christmas party, and they soon discover an obvious attraction to one another. Kirk is somewhat embarrassed when **Dr. McCoy** assigns Noel to accompany him on a landing party

to the penal colony on **Tantalus V**.

When Kirk is brainwashed by **Dr. Adams's** experimental **neural neutralizer** device, he believes he is in love with Noel, and his mind is filled only with thoughts of her. Noel keeps her cool, and helps her captain to defeat Dr. Adams, who later dies after being exposed to his own mind control device.

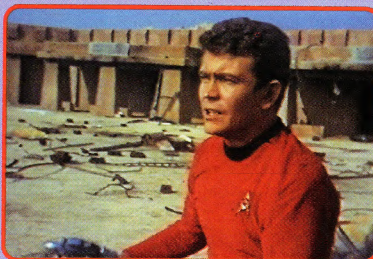


▲ **Dr. Helen Noel becomes the object of Captain Kirk's desire on Tantalus V.**

O'HERLIHY

NAME: O'HERLIHY
RANK: LIEUTENANT
FIRST SEEN: 2267
STARSHIP LOG: 'ARENA'

Ordnance Officer O'Herlihy of the *U.S.S. Enterprise NCC-1701*, is killed by a **Gorn** disruptor, while on the landing party to **Cestus III**.



▶ A landing party beams down to the Federation outpost on **Cestus III**, only to find the colony destroyed. **O'Herlihy** is killed by an alien weapon.

O'NEIL

Lt. O'Neil is part of the landing party to **Beta III**, there to investigate the disappearance of the *U.S.S. Archon* and her crew. O'Neil is captured by the planet's **Lawgivers**, and 'absorbed' by



NAME: O'NEIL
RANK: LIEUTENANT
FIRST SEEN: 2267
STARSHIP LOG: 'RETURN OF THE ARCHONS'

Landru – the computerized ruler of the planet – into the '**Body**', the planet's collective society.

▶ **Sulu and O'Neil fall under the control of the Lawgivers on Beta III.**

O'NEILL

NAME: O'NEILL
RANK: ENSIGN
FIRST SEEN: 2267
STARSHIP LOG: 'THE GALILEO SEVEN'

In 2267, the *Shuttlecraft Galileo NCC-1701-7*, from the *U.S.S. Enterprise NCC-1701*, crashlands on **Taurus II**. Its crew, commanded by **First Officer Spock**, survive the crash, but are stranded on a planet inhabited by primitive, apelike natives. An ion storm prevents the *Enterprise* sensors from scanning the planet's surface, so **Captain Kirk** sends landing parties to

search for the missing officers. One party is led by **Lt. Kelowitz**, who reports to Kirk the existence of **Taurus II's** natives; astral anthroplogy classifies them as **Order 480G** anthropoids, similar to the life forms of **Hansen's Planet**. Kelowitz also reports that **Ensign O'Neill** has died, killed by a crude spear.

OSBORNE

Lt. Osborne serves as a security guard on the *U.S.S. Enterprise NCC-1701* during **Captain Kirk's** first five-year mission. In 2267, he accompanies a landing party, led by **Commander Spock**, to **Eminiar VII**. Osborne and his colleague, **Gallway**, masquerade as **Eminian** guards while searching for their captain.

Eminiar VII's rulers declare the *Enterprise* and her crew as casualties of their virtual, computer-waged war. Captain Kirk decides to put an end to the centuries of cold, calculated conflict, and forces both sides to face the reality of warfare.

NAME: OSBORNE
RANK: LIEUTENANT
FIRST SEEN: 2267
STARSHIP LOG: 'A TASTE OF ARMAGEDDON'



▶ **Lt. Osborne is declared a casualty of the 500 year-long computer-waged war between Eminiar VII and Vendikar. He is expected to report to a disintegration station, as are all of the U.S.S. ENTERPRISE's crew. Fortunately, Kirk manages to initiate peace talks between the two sides.**

PAINTER

NAME: PAINTER
RANK: CREWMAN
FIRST SEEN: 2267
STARSHIP LOG: 'THIS SIDE OF PARADISE'

Crewman Painter serves on the bridge of the *U.S.S. Enterprise NCC-1701*, in 2267. He is the duty navigator on **Stardate 3417**, when the *Enterprise* sends a landing party to **Omicron Ceti III**, to investigate what is happening at the **Federation** outpost located on the planet.





CREW UNDER CAPTAIN KIRK: 2260'S

PALAMAS

Carolyn Palamas serves on board the *U.S.S. Enterprise NCC-1701* as an expert in archeology and anthropology. The beautiful lieutenant captures the heart of **Chief Engineer Scott**, with whom she serves on a landing party to the planet **Pollux IV**. The group encounters an entity who claims to be the ancient Greek god **Apollo**; Palamas and Apollo are attracted to each other, and Apollo offers to make Carolyn his consort. Realizing that he intends to enslave the *Enterprise* crew, Palamas puts her friends' safety before her own by rejecting the god's advances. Apollo is enraged, and the *Enterprise* crew use the distraction to destroy his temple and defeat him.

NAME: PALAMAS, CAROLYN

RANK: LIEUTENANT

FIRST SEEN: 2267

STARSHIP LOG: 'WHO MOURNS FOR ADONAI?'

▶ *The being who claims to be the Greek god Apollo chooses the U.S.S. ENTERPRISE crew member Lt. Palamas to be his consort.*



PALMER

Lt. Palmer serves as a relief communications officer on board the *U.S.S. Enterprise NCC-1701*. She is on bridge duty when the *Enterprise* is attacked by the deadly **planet killer**. She is also present when **Dr. Sevrin** and his followers take control of the ship. Palmer is a calm, collected officer; she reports damage to the ship in times of crisis with a stoic, almost **Vulcan** demeanor.

▶ *Palmer reports the damaged suffered from the ENTERPRISE's engagement with the PLANET KILLER.*

NAME: PALMER

RANK: LIEUTENANT

FIRST SEEN: 2267

STARSHIP LOG: 'THE DOOMSDAY MACHINE', 'THE WAY TO EDEN'



PIPER

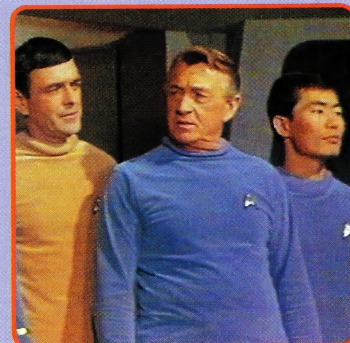
Dr. Piper serves as chief medical officer on board the *U.S.S. Enterprise NCC-1701*, under the command of **Captain James T. Kirk**, at the start of his first five-year mission. He is succeeded by **Dr. Leonard H. McCoy**. Piper is on duty when the ship hits a strange energy barrier.

NAME: PIPER, MARK

RANK: DOCTOR

FIRST SEEN: 2265

STARSHIP LOG: 'WHERE NO MAN HAS GONE BEFORE'



▶ *Dr. Mark Piper is present on the bridge of the U.S.S. ENTERPRISE when the ship is struck by a strange energy barrier; this has a subsequent mutating effect on officers Gary Mitchell and Dr. Elizabeth Dehner.*

RAND

The captain's yeoman, during the early days of **Captain Kirk's** first five-year mission in command of the *U.S.S. Enterprise NCC-1701*, is **Janice Rand**. The pretty yeoman first makes an impression while on the bridge of the *Enterprise* on **Stardate 1512**, during the period in which the ship is held powerless by a vessel of the **First Federation**. Rand ingeniously uses her **phaser** to produce hot coffee for the bridge crew, demonstrating her quick thinking, and helping to keep morale high in this difficult situation.

Kirk is initially uncomfortable around his attractive yeoman, as the *Enterprise* is his first love, but he later comes to respect Rand. Rand herself always acts professionally, even in the most difficult of situations. Equally, however, she looks to Kirk for protection, such as when she becomes the object of **Charlie Evans's** desire. Rand eventually leaves the *Enterprise* to continue her career; this involves service on the *U.S.S. Excelsior*, as communications officer.

NAME: RAND, JANICE

RANK: YEOMAN

FIRST SEEN: 2266

STARSHIP LOG: 'THE CORBOMITE MANEUVER'



▶ *An underlying attraction exists between Captain Kirk and his yeoman, Janice Rand. Kirk is initially uncomfortable in her company.*

RAYBORNE

Assigned as a security guard to the *U.S.S. Enterprise NCC-1701*, **Rayborne** is killed by an ancient, but advanced, android known as **Ruk**, while on a landing party to **Exo III**.



▶ *Rayborne is left at the entrance of the cavern while Kirk and Chapel are led by Dr. Brown to meet Dr. Roger Korby. He is killed by the ancient android Ruk.*

NAME: RAYBORNE

RANK: CREWMAN

FIRST SEEN: 2267

STARSHIP LOG: 'WHAT ARE LITTLE GIRLS MADE OF?'

RHADA

Lt. Rhada serves as a relief helm officer on the *U.S.S. Enterprise NCC-1701*. She is present when the starship is sabotaged by a computer-replicated image of the last surviving **Kalandan**, **Commander Losira**.



▶ *When the U.S.S. ENTERPRISE is thrown light years away from its present location, Lt. Rhada reports to Mr. Spock that the stars have changed.*

NAME: RHADA

RANK: LIEUTENANT

FIRST SEEN: 2269

STARSHIP LOG: 'THAT WHICH SURVIVES'

Cytherian Interface Chair

Lt. Reginald Barclay's encounter with a *Cytherian Probe* vastly expands his I.Q. Inspired by the imminent danger to the *U.S.S. Enterprise NCC-1701-D*, he uses his increased intelligence to create a neural scan interface in the holodeck.

The creation of the **Cytherian interface chair** is the inspired handiwork of **Lt. Reginald Barclay**. Intellectually enhanced by the Cytherians, he designs the device in less than 10 minutes, and uses it to save his crewmates aboard the *U.S.S. Enterprise NCC-1701-D*.

Using a **neural scan interface** (also created thanks to his increased intelligence), Lt. Barclay creates the chair on the *Enterprise's* **Holodeck 3**, utilizing items already on file: a work station chair, a standard alpha-numeric console for his left hand, and an iconic display console for his right hand. The chair is metallic, and lined with a quilted covering for comfort; the left- and right-hand consoles materialize on the holodeck in the same style of gray metal casing, and feature blinking lights. The neural scanning device links Barclay's expanding mental capacity to the two consoles, and the ship's main computer. The neural scanner reads Barclay's brainwaves, translates them into commands, and sends them directly, and at great speed, to the appropriate system for execution.

The processing power required for Barclay's ongoing mental growth cannot be physically accommodated within a human mind, so his brain functions are moved to the starboard computer core. There his growth can continue unfettered, rewriting **isolinear chips** as needed. The interface allows Barclay to access ship's systems; he is now able to see and hear

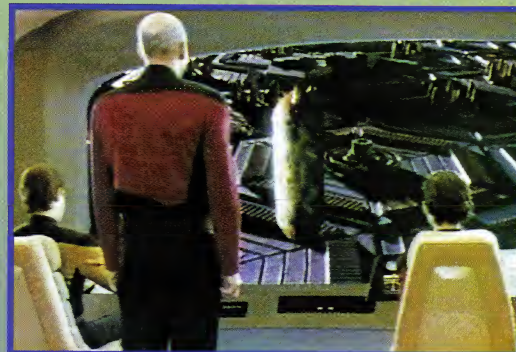
all activities on the vessel, unless local video and audio feeds are terminated, and he speaks via the communicators.

As Barclay evolves, he updates the interface. The chair eventually sits on top of a black, three-stepped podium. The left and right-hand consoles, now modified in size and shape, are part of the chair; his left hand, no longer visible, fits inside what was the alpha-numeric console. Blue and green system components are now attached behind the chair.

Advanced brain

Light beams that emanate from a cylindrical device directly above Barclay shoot continuously onto his head. The metallic light beam cylinder comprises transparent disks in graduated sizes, a metallic grid that encircles the cylinder's mid-section, and a small, red orb close to his head. As Barclay adds more tasks to his processing workload, the lights flash more frequently, keeping pace with the increased density of thoughts. Barclay then announces his intention to take control of the ship, and an impenetrable force-field prevents a security team from reaching the holodeck.

Once the *Enterprise* makes contact with the Cytherians, Barclay is restored to normal, and the neural interface is dismantled. The system cannot yet be recreated by the **Federation's** scientists, leaving the Cytherian apparatus as a tantalizing glimpse of higher technology.



▲ The *U.S.S. ENTERPRISE* investigates the **ARGUS ARRAY**. It is here that Barclay encounters the **CYTHERIAN PROBE**.



▲ Barclay's vastly-increased I.Q. allows him to converse with a holographic representation of **Albert Einstein**.



▲ The advanced **Cytherians** are a benevolent race. They bring other races to their space in order to learn more about them.



▲ Information is passed directly to Lt. Barclay's mind through beams fired continuously at his head.



▲ Barclay's mind evolves to such an extent that it outgrows the confines of his limited human brain.



▲ Sitting in his chair on the holodeck, Barclay uses his increased I.Q. to contemplate the mysteries of the universe.

Cytherian Interface Chair

A complex cylindrical device is positioned above the chair; light beams emanate from it, and shoot continuously at Barclay's head.

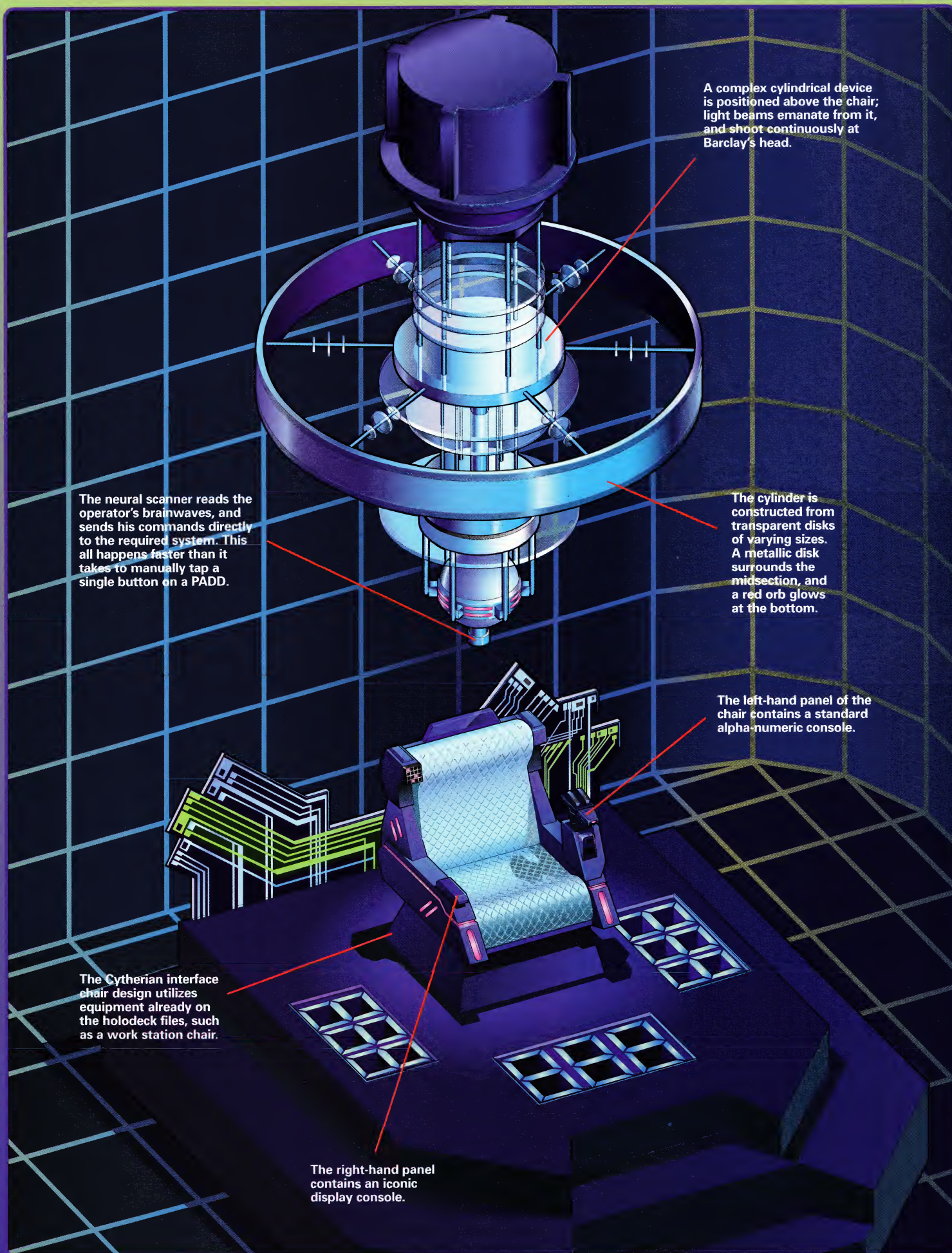
The neural scanner reads the operator's brainwaves, and sends his commands directly to the required system. This all happens faster than it takes to manually tap a single button on a PADD.

The cylinder is constructed from transparent disks of varying sizes. A metallic disk surrounds the midsection, and a red orb glows at the bottom.

The left-hand panel of the chair contains a standard alpha-numeric console.

The Cytherian interface chair design utilizes equipment already on the holodeck files, such as a work station chair.

The right-hand panel contains an iconic display console.



Janeway & Tuvok

Tuvok is a valuable member of Kathryn Janeway's crew, and a good friend to the captain. She has depended on his Vulcan logic and intelligence for many years, and he has come to respect the captain's inventiveness and human intuition.

The first time Kathryn Janeway met Tuvok, the Vulcan did little to endear himself to her. After Janeway's first command – six months

spent gathering valuable scientific data on micro-second pulsars in the **Beta Quadrant** – Ensign Tuvok reviewed her mission performance, and found it sorely lacking.

The logs showed that Janeway ordered no test firings, no battle drills, and made a further 41 violations of tactical procedures. She was understandably not pleased by the report, and even less pleased when **Starfleet Command** assigned Tuvok as her tactical officer for future missions, to help her master the finer details of command.

As they served together over the years, however, Janeway came to value Tuvok's contribution. They even kept in touch when not assigned together.

While temporarily posted to **Jupiter Station**, Tuvok sent Janeway letters that might be described as cold, analytical, and detached. She, however, found his writing thoughtful and concise, and keeps the letters in her personal belongings.

Far-flung reunion

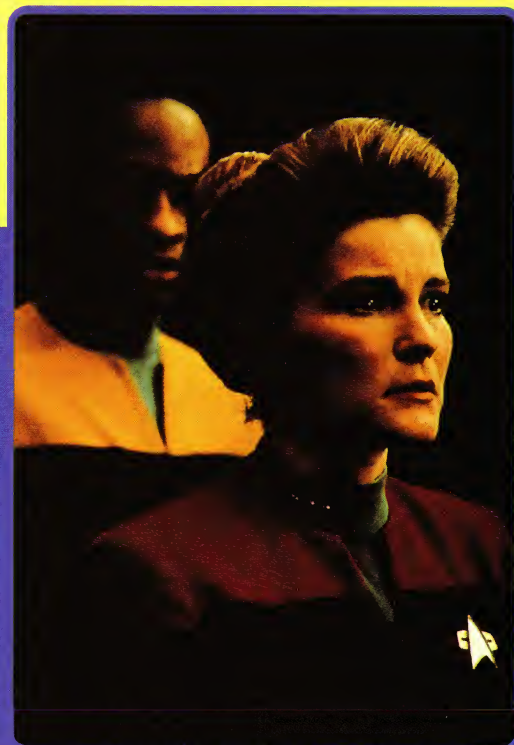
When Tuvok disappears, while on an undercover mission with the **Maquis** in 2371, Janeway is determined to find him, and the rebel ship. She is reunited with her friend in the **Delta Quadrant**, when the **U.S.S. Voyager NCC-74656** is propelled 70000 light years

PROFILE OF AN OFFICER

FIRST IMPRESSIONS: When Janeway first meets Tuvok, he strikes her as a condescending ensign; Tuvok judges his future confidante to be an inefficient commander.

KEEPING CONTACT: Over the years, the pair forge a strong friendship; they even correspond when not serving together.

LOYALTY: Tuvok serves Captain Janeway with total loyalty on board the **U.S.S. Voyager**, and she implicitly trusts his judgment.



▲ Janeway and Tuvok have developed a unique friendship over time; the human captain and Vulcan officer complement each other perfectly. Tuvok brings logic and rationality to their relationship, and Janeway's creativity and ingenuity balance these qualities.

FORMIDABLE TEAM

★ Backup

Vulcans are peaceful by nature, but Tuvok is prepared to fight by his captain's side.

★ Support

Far from home, Janeway relies on Lt. Tuvok's support.

★ United front

Together, Janeway and Tuvok represent the Federation in the remote regions of the Delta Quadrant.

from **Federation** space by the being known as the **Caretaker**.

The dynamics of Tuvok and Janeway's working relationship are complex. They balance one another; her passionate nature complements his reserved, logical mind. They consider each other to be trusted friends rather than simply colleagues. Tuvok sometimes joins the captain for a glass of Barolo di Montalcino on the **holodeck**, at a countryside inn in 16th-century Sienna.

When aliens secretly infiltrate *Voyager* in 2374, Janeway is subjected to constant pain by devices driven into her skull. In a foul mood after four days with increased **dopamine** levels and no sleep, the captain tears strips off her security officer regarding

the lax standards of discipline aboard ship; as chief of security, she wants him to straighten out the crew. Tuvok dryly asks if he should flog them as well. Only a close friend and confidante could mock the captain at this moment, and his query makes her realize something is wrong.

Friendly acceptance

Later, when Janeway deliberately pilots the ship between binary pulsars to rid *Voyager* of the aliens, Tuvok comments that this is a more reckless course of action than he has come to expect from her. The ship barely survives, and Tuvok concedes that reckless is an understatement, prompting a smile from his captain.

Janeway and Tuvok's loyalty to one another



Janeway & Tuvok



★ Moral dilemma

Janeway faces a moral crisis when Tuvok and Neelix are merged into one person, Tuvix.



★ Mind-meld

As a close friend, Janeway is able to help Tuvok search within himself for a repressed memory.



runs deep, and each has been known to risk a great deal to save the other, despite the occasional lighthearted banter between them.

When a repressed memory cripples Tuvok's mind, causing what Vulcan medicine terms the **t'lokan schism**, he asks Janeway to join him in a **mind-meld**. This is usually requested of a family member, as the meld required is more intimate than most, and requires implicit trust. Tuvok asks Janeway, as she is the closest thing to family he has in the Delta Quadrant.

The captain joins her second officer as a **pyllora** – a guide and counselor – to recover this repressed memory. It turns out that the memory is actually a viral parasite that thrives on peptides, and disguises itself as a memory engram. Janeway helps her friend survive the ordeal, at considerable risk to her own mental wellbeing.

Protection and concern

Tuvok appears to be protective of Janeway, both as a person and as a captain. He is initially concerned about the dangers of a Maquis mutiny aboard *Voyager*, and creates a tactical training scenario to prepare junior security officers for the possibility. It soon becomes clear to Tuvok that his concerns are unfounded, and he comes to believe that the program might actually exacerbate the conflict he seeks to avoid. He

★ Protective

Janeway and Lt. Tuvok share feelings of responsibility and protectiveness toward the crew.

"You are my counsel, the one I turn to when I need my moral compass checked. We've forged this relationship for years, and I depend on it."

— Janeway to Tuvok

thus attempts to delete it from the holodeck files.

Tuvok even ignores the **Prime Directive** to acquire something Janeway desperately wants, but cannot obtain due to her position as a Starfleet captain. The **Sikarian spatial tractor**, which operates on the principle of folding space, has the ability to send *Voyager* 40000 light years closer to home in the blink of an eye.

The logical choice

Captain Janeway attempts to use *Voyager's* vast database of literature to negotiate a trade with the pleasure-orientated Sikarians, but they are unable to comply because of their **Canon of Laws**, which is similar to Starfleet's own Prime Directive.

Protocol demands that Janeway let the matter rest, but Tuvok considers himself the logical choice to perform an illegal trade for the technology. He chooses to act because Janeway cannot, to spare his captain the ethical dilemma. He fully expects to lose his Starfleet commission, and face court-martial on their return to the **Federation**.

The Vulcan's reasoning is logical, but Janeway is stunned that her trusted friend went behind her back. Janeway tells the lieutenant

that she would not have allowed him to make that sacrifice, had she known. Logic can be used to justify anything; that is its power, and its flaw. She asks Tuvok to bring his logic to her in the future, and not to act behind her back. However, such deception is rare from Tuvok.

Sacrifice

Tuvok is, at one point in 2372, substantially altered in a **transporter** accident, and Janeway is forced to make a difficult choice. A process called **sybiogenesis** combines Tuvok and **Neelix's** biological matter at a molecular level, and a new person emerges, **Tuvix**. Tuvix becomes a popular member of the crew in the ensuing weeks, but everyone misses the individuals who formed him, including Janeway. To restore them, Tuvix must 'die' – a decision taken and initiated personally by Janeway.

It is a difficult choice, and one that the captain must live with for the rest of her life. The sacrifice of one life so that two of her friends might live is not a decision she would wish on anyone. It is almost certain, however, that if the roles were reversed, Tuvok would equally choose to carry the burden of guilt for his old friend.

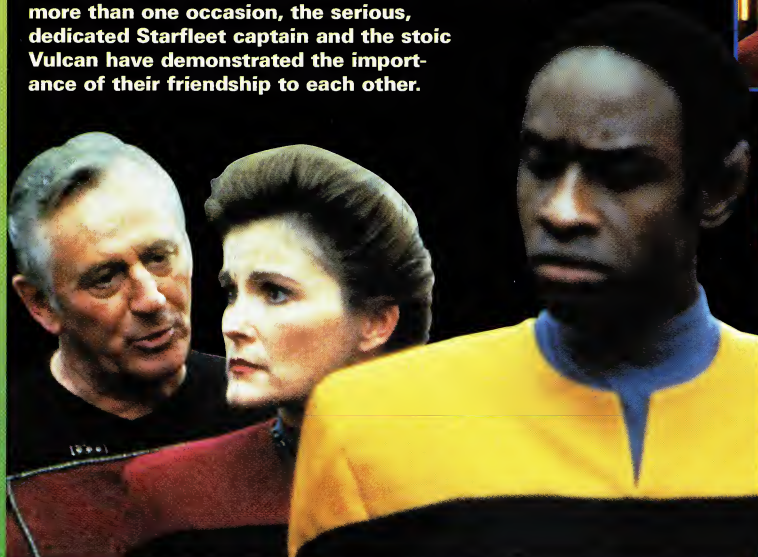
INTIMATE THOUGHTS

Private moments

To the casual observer, the relationship between the Vulcan and human may appear purely professional, but Janeway and Tuvok are as close as family. On more than one occasion, the serious, dedicated Starfleet captain and the stoic Vulcan have demonstrated the importance of their friendship to each other.

▼ Bereaved

When Janeway believes she has died, she realizes how her death would affect Tuvok.



◀ As close as family

Tuvok trusts Janeway to act as his pyllora, a guide and counselor within his mind.



▲ Final hope

Even when Janeway is believed dead, Tuvok will not give up on her; he probes Kes's mind to investigate her 'death'.

◀ Witness

Janeway is allowed to witness Tuvok's early years in Starfleet, during a special mind-meld.



FILE 49 ROMULAN PERSONNEL

Tokath

Tokath climbs the ranks of the ruthless Romulan military to become a commander, yet he gives up his career for the sake of his Klingon prisoners.

Tokath is a **Romulan** commander with a unique perspective: he believes that **Klingons** and Romulans can live together in peace.

Little is known about Tokath's early career as a soldier and officer in the **Romulan Star Empire**, other than the fact that he professed "no great love for the Klingons."

By the year 2346, Tokath had already reached the rank of commander. He took part in the attack on the Klingon outpost located on **Khitomer**, and was ordered to overrun a small settlement on the perimeter. The commander was successful in doing so, but, in the process, he discovered more than 100 unconscious Klingon men

and women. Reluctant to kill helpless people, he took the Klingons prisoner.

Tokath interrogated the prisoners for three months. When it was clear that he would gain no useful information from them, he contacted the **Romulan High Command**, in the hope that the prisoners could be traded for territorial concessions.

Misguided mercy

The **Klingon High Council** refused, however, to negotiate for the lives of the prisoners. The council would not even acknowledge that Klingon warriors had allowed themselves to be taken captive. Unknown to Tokath, to be taken prisoner, instead of dying in battle like a true warrior, goes against the strict

PROFILE ON TOKATH

NAME: Tokath

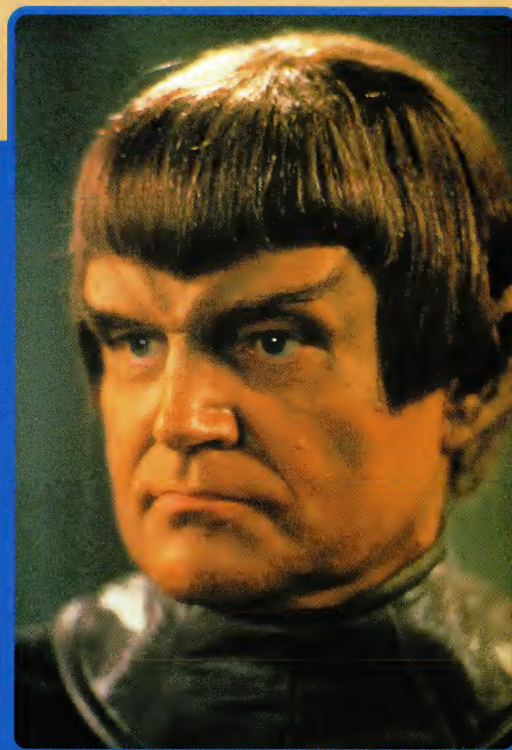
LIFE FORM: Romulan male

STATUS: Tokath reached the rank of commander by the year 2346, and took part in the **Khitomer massacre**. At present, he is commander of a Romulan prison camp in the **Carraya system**.

FAMILY: Gi'Ral (wife); Ba'el (daughter).

COMMENTS: Little is known of his early career, but Tokath must have proved himself a formidable soldier to have climbed to the rank of commander within the ruthless structure of the Romulan military.

FIRST SEEN: 'Birthright', Part I



▲ **Tokath is an experienced Romulan commander. He had no great love for Klingons, but when he took part in the Khitomer massacre, he found he could not bring himself to kill helpless men and women. This led to a decision which irrevocably would change his life.**

★ Unique society

Tokath formed a unique society when he allowed the Klingons to remain on Carraya IV. For the first time in decades, Klingons and Romulans live in harmony.

Klingon code of honor.

In the meantime, aware of their shame, the captives attempted to starve themselves to death. Out of kindness, Tokath prevented them, unaware that they

would prefer death to being imprisoned. Seeing no other option, Tokath offered the captured Klingons their freedom, but, by this time, the Klingon prisoners had grown to trust their captors.

Reluctant to return to their homeworld, since they would now be in



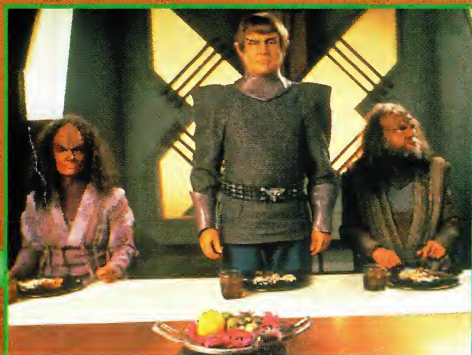
HAND OF PEACE

★ Commander

Tokath continues to lead the community, and uses his authority to help keep the peace.

★ New friends

Tokath has a change of heart toward the Klingons. Once he gets to know them, they are almost friends.



Tokath

★ Rivals

Tokath resents the arrival of the Klingon outsider. He fears Worf will disrupt his peaceful community, and lead the Klingons back to their former way of life.



build a peaceful and contented life together.

As his daughter grows, Tokath intentionally misleads her as to the reasons behind their secluded existence. He teaches her, as well as the rest of the younger generation of the Carraya community, that the Klingons and Romulans came to this planet to escape the horrors of war, and to live in peace.

As a precaution, to preserve their community's peaceful way of life, Tokath does make sure that the former Klingon prisoners do not live according to their old warrior code. The younger generation of Klingons who are born on the planet are also kept in ignorance of their warrior heritage. The Carrayan children are not even told the famous Klingon legend

"Do you know of any place, any time in history, when Klingons and Romulans have lived together in peace? We have despised each other, fought each other, for centuries — except here." —Tokath

of **Kahless the Unforgettable**.

Tokath and his family, together with the rest of the prisoners, live for nearly 23 years in this seclusion, but their peaceful community comes under threat when the camp is discovered in 2369 by **Worf**, a Klingon **Starfleet** officer.

The truth revealed

Worf has heard rumors of survivors of the Khitomer massacre, and has come to the Carraya system in search of his father, **Mogh**, who may be among them. Tokath takes the new arrival prisoner, and refuses to let him leave, believing that he will report the existence of the camp to the Klingon High Council, and so destroy the life that he and his fellow Romulans and Klingons have built. To prevent Worf's escape, Tokath implants a **boridium pellet** in the Klingon's neck; this will keep a trace on the officer's movements at all times.

Tokath begins to view the newcomer as an unacceptable threat, especially when Worf begins to remind the older Klingons of their warrior heritage, and attempts to introduce the younger ones to the Klingon tales of battle and glory. Tokath resents Worf stirring the Klingons' blood, and, when he learns that this outsider has romantic intentions toward his daughter, Ba'el, he gives the

warrior a choice: he can stay, and become one of the group, or be put to death.

Tokath decides to carry out a public execution, as Worf tells him that he will not stay as a prisoner. The peace-loving commander questions his own decision, but, with sad resignation, he takes aim at Worf. The execution is stopped, however, when his former Klingon prisoners join Worf in facing death; they prefer to die, rather than see their newly-recovered ideals and heritage extinguished.

Change of heart

Tokath eventually agrees to let the Carrayan children go, as he recognizes that they have a right to choose to live as Klingons, but he makes them promise never to reveal the existence of the prison; to do so would be to destroy the community, and the peace and contentedness that the Klingons and Romulans have come to know on Carraya.

Knowing that her mixed heritage means that she will never find acceptance with either the Klingons or the Romulans, Ba'el elects to stay with her parents.

It is unknown if Tokath has left the Carraya system since, nor if the youngsters have ever returned to the community of their birth. Tokath's ability to see past the hatred of his race appears to be a sadly rare trait, and it is a shame that this intelligent and compassionate man has been forced to live a life of seclusion. His talents as a peacebroker and negotiator could only benefit his warlike people, perhaps teaching others to live in the peace and understanding he has come to love.

★ Honor

Tokath is ruled by his own code of honor. He decides he cannot kill the helpless Klingon men and women at Khitomer.

disgrace, they asked Tokath to allow them to remain as prisoners.

As a warrior himself, perhaps Tokath came to understand his Klingon prisoners' sense of honor and shame. He relayed the Klingon request to the Romulan government, but, since the prisoners were of no value, the Romulan High Command gave Tokath a choice: he could put his charges to death, or allow them to live, providing that he personally stayed on and oversaw them.

Tokath refused to put the prisoners to death, and decided to establish a prison camp on the remote planet **Carraya IV**. The decision to remain with the prisoners effectively ended Tokath's military career.

A new family

Over the next few years, Tokath establishes his prison, and his feelings for his prisoners begin to change. He comes to see them not as enemies and prisoners, but more as friends and equals. He develops feelings for **Gi'Ral**, a Klingon female, and they are married. Within a few years, the couple produce a half-Romulan, half-Klingon daughter, whom they name **Ba'el**. With Tokath as their leader, the Klingons and Romulans

DISTURBING THE PEACE

Tokath's fears

In 2369, a stranger arrives at the prison camp: the Klingon Starfleet officer, Worf. His presence threatens to disrupt the peace and harmony that Tokath has worked so hard to build and preserve over the past 23 years. The commander has proved to be a remarkable leader, despite the fact that his decision to take responsibility for the Klingons in the Carrayan camp ended his military career. The Romulan commander preserved his sense of dignity and authority among his former prisoners, while still becoming a part of their new society. He even started a family. Tokath fears Worf will destroy all of this.



★ Influence

Worf is attracted to Tokath's half-Klingon, half-Romulan daughter, Ba'el. The Klingon outsider introduces Ba'el, and the rest of the younger Klingons born on Carraya to the heritage that they have never been allowed to know. Tokath is not pleased when he learns of Worf's influence on his daughter.

★ Cultural values

Worf's arrival brings a renewed sense of warrior values to the prison camp's Klingon population.



Beta III Absorption Device

A sinister machine brainwashes the people of Beta III, resulting in a global lobotomy of the will. Once a person is put through this absorption process, they are incapable of independent thought, and become slaves to the dictates of their computer ruler, Landru.

Virtually everyone on the planet **Beta III** is a member of the **'Body'**, a giant hive mentality without individual free will; their every action and thought is controlled by a master computer known as **Landru**. Those who refuse to be 'absorbed' are eliminated, in order to keep the population pure. Together, they share a vacant contentment, living in a world without hate, fear or conflict, and, consequently, without meaning.

This is made possible by the **Beta III absorption device**, which forces every citizen to behave as Landru prescribes. The computer maintains its control by means of a planetwide **hypersonic net** that continuously "spreads the word of Landru" to the faithful.

Integrated

Individuals must be absorbed into the Body to become receptive to Landru's will. To do this, they are taken to a bare room, called the **absorption chamber**. The walls are colored in dull pastels, and constructed of a smooth stone that has weathered the centuries with little sign of deterioration.

The machine itself, however, is strangely alien to the surrounding architecture. It resembles a futuristic projector set into one wall, and is controlled from a cylindrical

platform. The projector is pointed at a pale blue indented section of the opposite wall, within which is a stark white, human-sized, painted rectangle. On either side of this are clamps, which are positioned to lock and hold the arms of an unwilling subject in place.

Upon entering the absorption chamber, the subject is invited to "go to joy, peace, tranquillity." The only alternative is immediate death at the hands of Landru's followers. One of the effects of the absorption process appears to be an enhancement of latent telepathic abilities in the subject; they cannot communicate directly with one another, but those in the Body can 'commune' with the computer.

The platform on which the control panel is located is a circular cubicle, surrounded on three sides by transparent, plastic-like material, probably to protect the operator from the effects of the absorption process. Set into the ceiling of the cubicle, is a light, which provides the operator with enough illumination to work; the chamber is plunged into semi-darkness while the machine is functioning.

The absorption machine is operated from a simple control panel, approximately a meter in width, that is mounted at chest height inside the platform. There are many touch-sensitive squares

on the left side of the panel; when pressed, these can alter the settings. On the right side is a screen that resonates as the machine operates, providing information to the operator. He can adjust the settings, if required, but most of the process is automated.

Brainwashed

When activated, a pulsating red light from the projector bathes the subject. A hypnotic effect puts them into a receptive state, and prepares them for the assault of the hypersonic sound waves that follow. These are also emitted from the projector.

Once the subject's brain has been properly 'tuned,' and made receptive, Landru can then transmit commands to his subjects across the planet. The orders are relayed through hypersonic signals, or by telepathic messages, and are obeyed without question.

The absorption process lasts a brief time, usually only a few minutes, but, in that time, the subject's mind is reprogrammed to accept the will of Landru. They have been "absorbed into the common good," and retain no capacity to think for themselves. They are continually controlled by hypersonic waves that can paralyze instantly, and there is no escape. They are slaves to the machine.



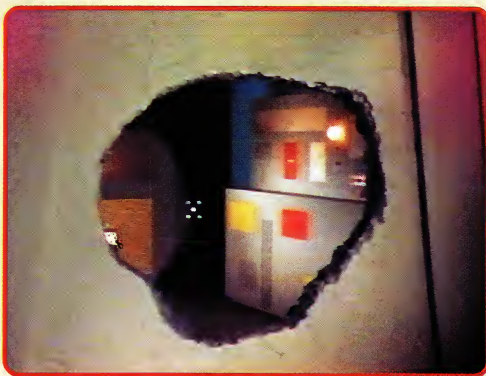
▲ **Spock is clamped to the wall, and forced to face an absorption device that removes an individual's free will.**



▲ **A projection of Landru, the creator of the governing computer, appears to his people 6000 years after his death.**



▲ **Dr. McCoy is stripped of his individuality and left with a benign disposition, after he is absorbed into the Body.**



▲ **The real Landru is revealed to be a computer. It has been governing the society, based on its own idea of perfection.**



▲ **Only followers who have been trained in the machine's operation are allowed to perform the absorption process.**



▲ **Landru uses a team of Lawgivers to absorb the unconverted. They wear brown cloaks, and operate mostly in silence.**

EQUIPMENT AND TECHNOLOGY

FILE 66 CARD 23

Beta III Absorption Device



This light source produces the necessary illumination for the operator to work the controls; during the process, the room is thrown into semi-darkness.

This circular screen resonates during the procedure, allowing the operator to monitor the intensity of the absorption.

The absorption machine is operated from this simple control panel. The touch-sensitive controls are used to alter the settings.

A transparent material surrounds the front of the raised platform that houses the control area.

The Lawgivers force the person being absorbed to stand with their back against this white strip, and face the control area.

The individual to be absorbed is manacled to the wall using these restraints; they cannot turn away.



'Galaxy's Child'

Geordi La Forge is crestfallen when he discovers that the real Dr. Leah Brahms fails to match up to her holographic counterpart. The two engineers must put aside their differences to save the *U.S.S. Enterprise NCC-1701-D* from an alien infant.

CAPTAIN'S LOG STARDATE 44614.6

"We are approaching STARBASE 313, where we will pick up a shipment of scientific equipment for transport to a Federation outpost in the Guernica system. During the journey, we will be hosting a special guest."

Captain Picard informs Geordi La Forge that his exemplary work on the *U.S.S. Enterprise NCC-1701-D* has been noted by Starfleet Command. The senior design engineer of the Theoretical Propulsion Group, Dr. Leah Brahms, will be arriving on the *Enterprise* specifically to inspect La Forge's engine modifications. Geordi is delighted – he once created a holographic version of Dr. Brahms, and they became good friends. However, when the real Brahms joins the *Enterprise* at *Starbase 313*, she is highly critical of the engine modifications.

Lt. Commander Data picks up unusual readings in the Alpha Omicron system, and the *Enterprise* diverts to investigate. The crew discover a large life form, composed of plasma energy; it fires a dampening field at the ship, forcing Picard to return fire.

The salvo kills the creature, and a sensor sweep shows it attacked because it was about to give birth. The *Enterprise's* phasers are used to cut the infant free, but, thinking the ship is its mother, the baby attaches itself to the hull, and begins to 'suckle' energy from the vessel.

Sour milk

Geordi attempts to make peace with Brahms over dinner, but she is outraged to discover, by chance, that she exists within one of Geordi's holodeck programs. La Forge apologizes profusely, and the two engineers put aside their argument to work on a way of saving the *Enterprise*.

Data believes that the infant's mother was moving toward a nearby energy-rich asteroid belt, so the *Enterprise* also heads in that direction. The life form starts to transmit a high-frequency radio signal, drawing three more of its kind toward the defenseless starship. La Forge and Brahms use a 'sour' harmonic frequency to force the infant off the ship, and the baby joins the older life forms as they travel toward the asteroid belt.

Picard congratulates Geordi and Brahms on their 'weaning' of the alien child, and the two begin to forge a friendship.

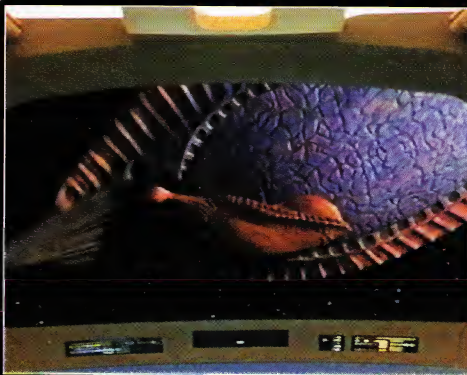
ON SCREEN...



1 Geordi is excited about the imminent arrival of Dr. Leah Brahms, but Guinan advises him not to expect the real Brahms to be like the holographic image he created.



2 When Dr. Brahms arrives on the *ENTERPRISE*, she is cold, aloof, and highly critical of the modifications Geordi has made to the engines she designed.



3 When the *ENTERPRISE* accidentally kills a pregnant life form, Dr. Crusher suggests performing the equivalent of a Caesarean section to free the unborn child.



4 Commander Riker nicknames the infant 'Junior'. The *ENTERPRISE* heads for the Guernica system, but Junior attaches itself to the ship, thinking of it as its mother.



5 Dr. Brahms is horrified to discover that Geordi has created a hologram of her, but she must quash her indignation in order to find a way to save the *ENTERPRISE*.



6 Picard congratulates Brahms and Geordi on their joint effort; they succeeded in 'souring the milk,' thus encouraging the alien infant to leave the *ENTERPRISE*.

STARSHIP FACTS

In the anti-time future created by Q, Geordi and Leah are married with children. It is unknown whether Leah divorced her first husband, or was widowed.



'Night Terrors'

The crew of the *U.S.S. Enterprise NCC-1701-D* begin to experience sleep deprivation and waking nightmares when the ship is caught in a spatial rupture. Counselor Troi must use her telepathic abilities to unlock the truth behind her own nightmares.

Deanna Troi accompanies an away team onto the *U.S.S. Brattain NCC-21166*. The crew have been killed, with the exception of **Andrus Hagen**, a **Betazoid** counselor, but he is in shock and cannot speak. Troi tries to communicate telepathically, but can pick up only vague, jumbled images. She then begins to experience a series of vivid, terrifying nightmares.

Dr. Crusher concludes that the crew of the *Brattain* murdered each other. **Geordi La Forge** is unable to restart the *Brattain's* engines, so **Captain Picard** decides to tow the ship to **Starbase 220**.

Troi and Crusher tell Picard they are worried that whatever happened on the *Brattain* is starting to affect the crew of the *U.S.S. Enterprise NCC-1701-D* as well – some of the crew are showing signs of irritability and aggression. Matters worsen when the engines fail; the ship is now adrift in space, just as was the *Brattain*. The *Enterprise* sends out a distress call, but the ship's distant location means it could be two weeks before the message is received.

Spatial rupture

Data believes the *Enterprise* is trapped in an energy-absorbing spatial rupture, known as a **Tyken's Rift**. This would account for the ship's energy loss, but there is no record of such phenomena affecting behavior.

Troi realizes that her nightmares actually contain a message. Telepathic beings are trapped on the other side of the rift, and are inadvertently affecting the crew's sleep patterns in an attempt to communicate; they believe that a massive release of hydrogen gas may free both ships. Crusher attaches a **cortical scanner** to Troi, inducing REM sleep, and the counselor uses a technique known as directed dreaming to send a short message back to the aliens.

When the *Enterprise* is ready to emit a hydrogen stream, the counselor dreams the word "now," and a gigantic explosion frees both vessels. The telepathic aliens quickly move away from the rift, and the *Enterprise* makes its way to *Starbase 220*.

CAPTAINS LOG STARDATE 44631.2

"We are proceeding through the rim of an uncharted binary star system, where we may have located the *U.S.S. BRATTAIN*. The missing science vessel failed to arrive at its destination, and has not been heard from since a distress call 29 days ago."

ON SCREEN...



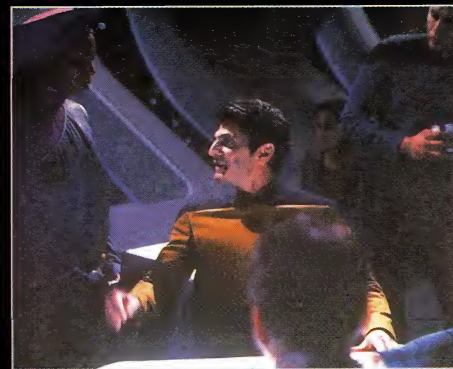
1 Commander Riker is shocked to find that Captain Zaheva of the *U.S.S. BRATTAIN* has been murdered in her captain's chair; Dr. Crusher later confirms that the crew turned against one another.



2 The only survivor of the *BRATTAIN* is a Betazoid, Andrus Hagen. However, he is in a state of such deep shock that he cannot communicate what happened to the ship's crew.



3 The *ENTERPRISE* crew begin to suffer from 'dream deprivation.' The half-Betazoid Counselor Troi is the exception, but she is plagued with nightmares.



4 The crew's irritability turns to paranoia, and they start to show the same signs of mistrust and aggression as did the crew of the *BRATTAIN*.



5 Some of the crew are deeply effected by the dream deprivation; Worf, for example, is so ashamed of his own fear that he attempts to commit ritual suicide.



6 Troi finally manages to decipher the alien message, and uses a therapeutic technique known as directed dreaming to send an answer back.

STARSHIP FACTS

The rare space anomalies known as **Tyken's Rifts** are named after Bela Tyken, the Melthusian captain who first encountered the phenomenon.



'Empok Nor'

Miles O'Brien and Garak lead a salvage team to *Empok Nor*, an abandoned Cardassian space station. The team are menaced by two Cardassian soldiers who have been left behind on the station, as well as a killer within their own group.

'EMPOK NOR'

"If you're telling me that there are two Cardassian soldiers from the Third Battalion loose on this station ... we're in trouble. 'Death to All'. That was their motto."

— Starfleet Engineer Pechetti

DEEP SPACE NINE's entire plasma distribution manifold is blown out by a nitrogen leak. The station's Cardassian manifolds use a **beta-matrix compositor**, which cannot be replicated. Chief O'Brien leads a salvage team to *Empok Nor*, an abandoned Cardassian station in the **Trivas system**, to find a replacement. His team consists of crewmen **Stolzoff**, **Pechetti**, **Boq'Ta**, **Amaro**, **Cadet Nog**, and **Garak**.

On board *Empok Nor*, Garak finds two empty stasis tubes in the infirmary; these were occupied by two Cardassian soldiers, awakened from their cryosleep by the arrival of the team. Garak touches a small amount of a biogenic compound smeared over the stasis tubes; he then informs O'Brien of his disturbing discovery.

Unseen enemy

The reactivated Cardassian soldiers act against the intruders. They destroy the salvage team's *Runabout*, then kill Boq'Ta, Pechetti, and Stolzoff. Garak retaliates by 'neutralizing' both of the Cardassians; a tissue sample taken from one of their corpses reveals the presence of a psychotropic drug that increases xenophobic tendencies.

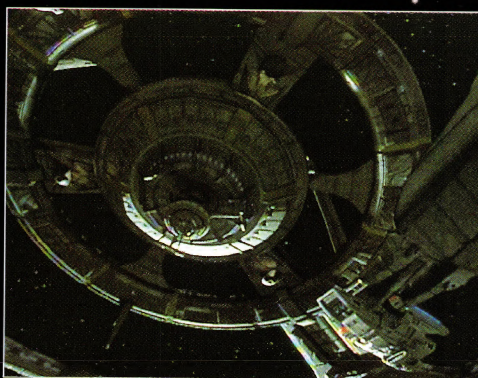
Garak's exposure to the psychotropic drug also drives him mad. He stabs Amaro with a flux coupler, and takes Nog hostage. The situation is resolved by a one-on-one fight between Garak and O'Brien on the *Empok Nor* Promenade. Garak is defeated, and O'Brien and Nog recover the plasma manifold. They send out a distress signal.

Dr. Bashir neutralizes the psychotropic compound affecting Garak's nervous system while the tailor recovers from his injuries back on *Deep Space Nine*. An inquest will have to be held on the mission, but it is clear that Garak was not in control of his actions; the drug brought out the worst parts of his character. Filled with remorse, Garak asks Chief O'Brien to express his deepest regrets to Amaro's widow.

STARSHIP FACTS

Chief O'Brien has to use a deflector shield in the manner of an old-fashioned telegraph, in order to 'tap out' an SOS signal.

ON SCREEN...



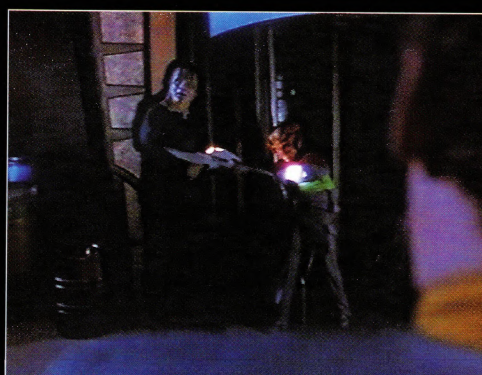
1 Chief O'Brien volunteers to lead a salvage team to EMPOK NOR, an abandoned Cardassian station in the Trivas system. Garak is persuaded to join the mission.



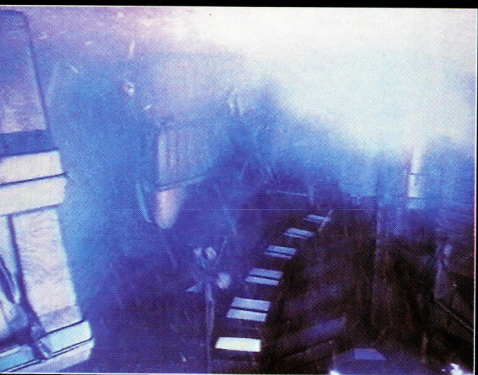
2 Garak finds two empty stasis tubes that were occupied by Cardassian soldiers. They were awoken from their suspended animation by the arrival of the salvage team.



3 Garak and O'Brien speculate that the Cardassians placed the two soldiers in stasis because a psychotropic drug had made them dangerous and unstable.



4 The insane Garak is excited by the thought of pitting his wits against Miles O'Brien, "the hero of Setlik III." They agree to fight on the EMPOK NOR Promenade.



5 O'Brien taps his combadge, detonating a discarded phaser. The explosion sends Garak flying into a bulkhead, and knocks the demented Cardassian unconscious.



6 Back on DEEP SPACE NINE, Garak is filled with remorse over the death of Amaro. He asks O'Brien to express his deepest regrets to the dead officer's wife.



'In the Cards'

Jake Sisko and Nog attempt to buy a rare Earth baseball card as a gift for Captain Sisko. A scientist obsessed with the idea of immortality draws the two boys into a complex exchange deal for the card.

Ouark mentions to Jake Sisko and Nog that he will soon be hosting an auction of 'antiquities'; among the items for sale is a 1951, mint condition Willie Mays baseball card. Jake's father, **Captain Sisko** adores baseball, so Jake persuades Nog to bid with him. However, a furtive stranger outbids the two boys at the auction.

Nog secures a meeting with their mysterious rival, a **Dr. Elias Giger**. The doctor is besotted with the idea that perpetual life can be achieved via the constant stimulation of the body's cells, using a device he calls a "cellular regeneration and entertainment chamber." Giger offers to exchange the baseball card – which he acquired in a job lot – for some items he needs to complete his invention. Jake and Nog gain these items by doing favors and boring tasks for the station's senior staff.

Paranoia

Giger's experiments use highly-charged polaric particles. His quarters are directly below those presently occupied by **Weyoun**, a **Dominion** representative. The **Vorta** suspects that Giger, Jake, and Nog are secretly plotting against him. He **transports** first Giger and his equipment, then Jake and Nog, onto a **Jem'Hadar Attack Cruiser** docked at **Deep Space Nine**.

Weyoun inspects the contents of Giger's **Andorian** chest, including the baseball card. Jake concocts a far-fetched yarn involving Willie Mays and **Starfleet Intelligence**, but Weyoun accepts that the boys were simply trying to find Captain Sisko a present. The Vorta's diplomatic instincts take over, and he allows the boys to depart with the card.

Sisko is surprised and delighted by Jake's present. He also notices that a new spirit has swept through the station, unaware that most of it is down to the efforts of the two boys. The captain notes in his log that "even in the darkest moments, you can always find something that'll make you smile."

'IN THE CARDS'

"I want to give my dad something that'll bring a little joy into his life. Something special. I'm telling you, that baseball card is the answer. It's kismet."

— Jake to Nog

ON SCREEN...



1 The Dominion conflict continues, and the mood on **DEEP SPACE NINE** is somber. Jake wants to buy his father a Willie Mays baseball card to cheer him up.



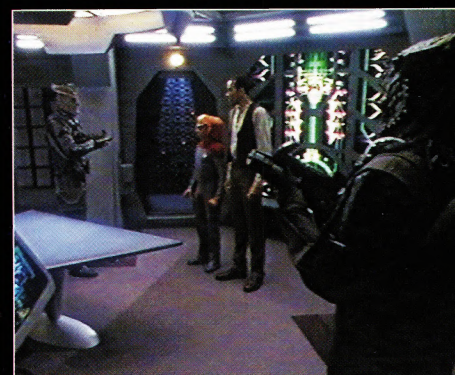
2 The boys find that Giger's room is a mess of bizarre instruments and equipment; it is all part of the scientist's obsessive research into immortality.



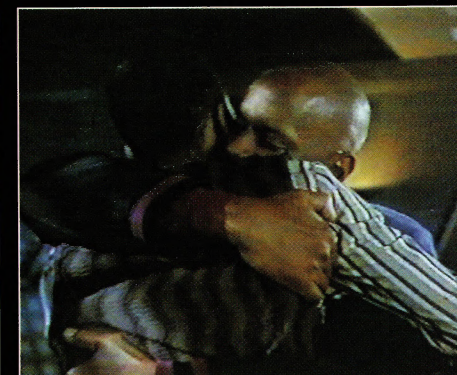
3 To gain material for Giger, Jake and Nog are forced to do odd jobs and tasks for Chief O'Brien, Major Kira, Lt. Commander Worf, and Dr. Bashir.



4 Weyoun has traveled to **DEEP SPACE NINE** to offer Kai Winn a non-aggression pact between Bajor and the Dominion, but he suspects there is a plot brewing.



5 Jake tries to fast-talk his way out of a tricky situation by making up a story about Willie Mays, Starfleet Intelligence, time travel, and the future of the Galaxy.



6 Sisko is surprised and delighted by Jake and Nog's gift; it certainly helps to lift his spirits. The atmosphere of **DEEP SPACE NINE** as a whole seems brighter.

STARSHIP FACTS

Captain Sisko, in his role as **Emissary of the Prophets**, advises Kai Winn to stall for time in Bajor's dealings with the Dominion, rather than make a firm commitment.

J continued

Jouret IV

This **Class-M** planet is home to the Federation's **New Providence** colony. Jouret IV was attacked by the **Borg** in 2366; the entire colony was 'scooped' from the ground by a **Borg cube**. (*Starship Log*: 'The Best of Both Worlds', Part I [TNG]) **SEE FILES 7, 15, 69**

Joval

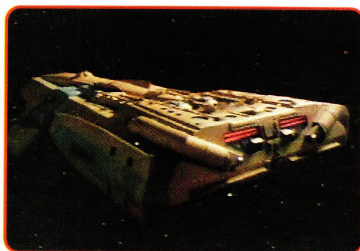
Attractive female employee on **Risa**; she had not mastered **hoverball** in 2366. Joval explained the significance of carrying a **Horga'hn** to **Picard**, when he vacationed on **Risa** for the first time. (*Starship Log*: 'Captain's Holiday' [TNG]) **SEE FILES 18, 69**

Jovian run

A routine daily shuttle trip to Saturn, assigned to young pilots, that begins and ends on Jupiter. Executing **Titan's Turn** is the only thing that makes the job interesting, according to **Geordi La Forge** and **Captain Edward Jellico**. (*Starship Log*: 'Chain of Command', Part II [TNG]) **SEE FILE 69**

Jovis

Kivas Fajo's cargo vessel, equipped with impulse engines and limited warp capacity. The ship accommodated a den for Fajo's rarities, a collection to which **Data** was almost added. (*Starship Log*: 'The Most Toys' [TNG]) **SEE FILES 40, 69**



◀ The **JOVIS** served as a private museum, as well as a simple cargo ship, to the unscrupulous **Kivas Fajo**.

joyride

Ancient human ritual wherein an adolescent male illicitly appropriates a travel vehicle for an aimless, often risky, excursion. When 16-year-old **Tom Paris** took his father's shuttle for a joyride, the vehicle ended up at the bottom of Lake Tahoe. (*Starship Log*: 'Vis À Vis' [VOY]) **SEE FILES 43, 71**

J.P.L.

Abbreviation for the Jet Propulsion Laboratory at Pasadena, California, a center for robotic exploration of the solar system in Earth's late 20th century. **Rain Robinson** alerted a friend here after she detected what she thought was an alien ship. (*Starship Log*: 'Future's End', Part I [VOY]) **SEE FILES 44, 71**

Juarez, Lieutenant Francisca

At 0400 hours on **Stardate 44390**, Juarez went into labor aboard the **U.S.S. Enterprise NCC-1701-D**. Hours later, she gave birth to a boy. The father's name was **Alfredo Juarez**. (*Starship Log*: 'Data's Day' [TNG]) **SEE FILES 25, 69**

Judge Advocate General

Starfleet's chief legal officer. In 2373, **Rear Admiral Bennett** held the post, and adjudicated **Richard Bashir's** guilty plea to illegal genetic engineering. (*Starship Log*: 'Doctor Bashir, I Presume?' [DS9]) **SEE FILES 19, 44, 70**



▶ **Maquis outposts such as this became a refuge for many of the disgruntled Juhraza colonists.**

Judge Advocate General's Office

This branch of **Starfleet**, often abbreviated to **JAG**, investigates, tries, and renders judgment on personnel accused of violating its codes of conduct. (*Starship Log*: 'The Measure of a Man' [TNG]) **SEE FILES 19, 69**

Judgments

A set of appendices to the complete, unabridged **Ferengi Rules of Acquisition**, along with the **Commentaries** and **Considered Opinions**. As of 2366, there were some 900 Judgments, categorized as major and minor. (*Starship Log*: 'False Profits' [VOY]) **SEE FILES 14, 71**

Juhraza

In 2370, this **Federation** colony fell into the hands of the **Cardassians**, when borders were redrawn under the **Federation-Cardassian treaty**. Some colonists who did not relocate eventually joined the **Maquis**. (*Starship Log*: 'Preemptive Strike' [TNG]) **SEE FILES 7, 18, 69**

Juhraza Freighter

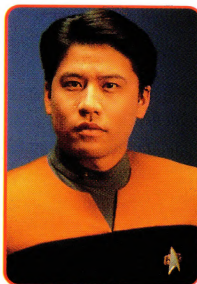
A commercial vessel belonging to the **Juhraza colony**. **Cardassian** colonists, secretly armed by their government, destroyed a **Juhraza Freighter** as it traveled in the **Demilitarized Zone** in 2370. (*Starship Log*: 'Preemptive Strike' [TNG]) **SEE FILE 69**

juices

SEE fish, hesperat, icoberry, karvino, kava, millipede, orange, papalla, prune, Rokassa, snail, spinach, tarin, Trixian bubble.

'Julius Caesar'

Tragic drama by the renowned Earth playwright William Shakespeare, based on the assassination of a Roman dictator by his senators. **Garak** considered the work a buffoonish comedy, unworthy of the esteem in which it is held by humans. (*Starship Log*: 'Improbable Cause' [DS9]) **SEE FILE 70**

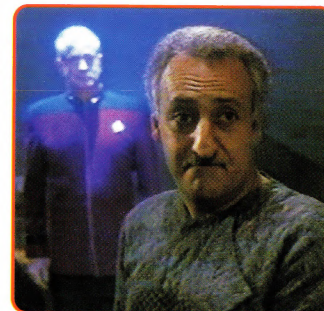


Julliard Youth Symphony

As a youth, **Harry Kim** was a clarinetist in this orchestral music group featuring student virtuosi, and based in the Earth city New York. (*Starship Log*: 'Caretaker' [VOY]) **SEE FILES 43, 71**

▶ **Harry Kim has enjoyed playing the clarinet since his youth; he is very talented.**

Jouret IV
Joval
Jovian run
Jovis
joyride
J.P.L.
Juarez, Lieutenant Francisca
Judge Advocate General
Judge Advocate General's Office
Judgments
Juhraza
Juhraza Freighter
juices
'Julius Caesar'
Julliard Youth Symphony
jumbo Romulan mollusks
jumja
jumja kiosk
jumja stick
jumja tea
jumja tree
junction A-9
junction C-12
Jung, Carl Gustav
Jungian therapy
Junior
Jupiter
Jupiter 8
Jupiter Outpost 92
Jupiter Station
Juro counterpunch
Justinian Code
Justman, Shuttlecraft



▶ **The Judge Advocate General agreed that, if Richard Bashir underwent a prison term, his genetically-engineered son could retain his Starfleet commission.**



▶ **Contact with the U.S.S. VOYAGER prompted Rain Robinson to contact a friend at the J.P.L.**



jumbo Romulan mollusks

SEE Romulan mollusks

jumja

A confectionery manufactured from the secretions of the **Bajoran jumja tree**, available in a variety of flavors on the **Deep Space Nine** Promenade. (*Starship Log*: 'In the Hands of the Prophets' [DS9]) **SEE FILE 70**

jumja kiosk

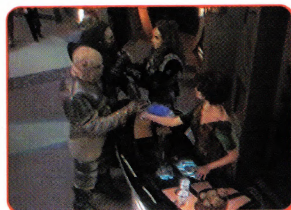
Small commercial pavilion on station **Deep Space Nine**, offering jumja-based sweets. The stand has been operated by **Lysia Arlin**, and **Leeta**. (*Starship Log*: 'Shadowplay' [DS9]) **SEE FILES 27, 70**

jumja stick

Flavored hunk of congealed jumja sap, attached to the end of a small stick, which is then sucked and licked. **Miles O'Brien** likes jumja sticks, but **Kira Nerys** finds them too sweet. **Senator Cretak** suggested she try a **Romulan also twist** instead. (*Starship Log*: 'Defiant' [DS9]) **SEE FILE 70**

jumja tea

This beverage, made from jumja tree sap, was popular with the **mirror universe Intendant Kira Nerys**. (*Starship Log*: 'Crossover' [DS9]) **SEE FILES 47, 70**



jumja tree

Tall, woody plant native to the planet **Bajor**. The naturally-sweet organic fluid of the tree is used as the basis for a variety of food products, including tea and candy. (*Starship Log*: 'In the Hands of the Prophets' [DS9]) **SEE FILE 70**

▲ The sap of the jumja tree provides the main ingredient for a number of snacks and beverages sold on **DEEP SPACE NINE**.

junction A-9

A **phase buffer** for the sensor array can be accessed and aligned from this location, found within a **Jefferies tube**, on **Galaxy-class** starships such as the **U.S.S. Enterprise NCC-1701-D**. (*Starship Log*: 'Force of Nature' [TNG]) **SEE FILES 25, 31, 69**

junction C-12

An alternative location, within a **Jefferies tube** on **Galaxy-class** starships, from which a **phase buffer** for the sensor array can be accessed and aligned. (*Starship Log*: 'Force of Nature' [TNG]) **SEE FILES 25, 31, 69**

Jung, Carl Gustav

Psychiatrist (1875-1961) from the Earth nation of Switzerland. Jung broke with his colleague, Sigmund Freud, to found a branch of psychology utilizing 'collective unconscious' and 'active imagination,' unaware that the people from whom **Chakotay** would descend had been practicing this for centuries. (*Starship Log*: 'The Cloud' [VOY]) **SEE FILES 18, 71**

Jungian therapy

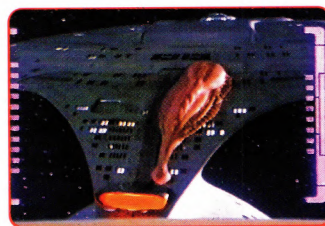
This medical process is one of the approaches included by **U.S.S. Voyager's EMH** in the psychiatric subroutine he developed, and later integrated into his therapeutic regression technique to aid **Seven of Nine** in memory reconstruction. (*Starship Log*: 'Retrospect' [VOY]) **SEE FILES 43, 71**



▲ The Doctor's attempts to aid **Seven of Nine** included psychiatric methods developed from the work of the late Earth psychiatrist Carl Jung.

Junior

Nickname given to the baby born to an immense creature that lived in space until it was accidentally killed by the **U.S.S. Enterprise NCC-1701-D**. The *Enterprise* then escorted the orphaned Junior to its family. (*Starship Log*: 'Galaxy's Child' [TNG]) **SEE FILES 43, 69**



▲ A motherless space creature, called 'Junior' by the **U.S.S. ENTERPRISE** crew, attached itself to the starship's hull after its mother was accidentally killed.

Jupiter

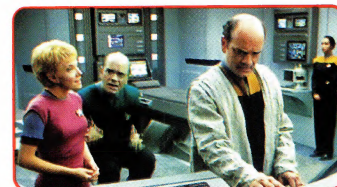
Class-J planet, the largest in the Sol system. It has a mass approximately 318 times that of Earth, and is named for a mythological Roman god. (*Starship Log*: **Star Trek The Motion Picture**; 'Starship Down' [DS9]) **SEE FILES 3, 7, 70, 72**

Jupiter 8

The product name of a personal transportation vehicle on **Planet 892-IV** that is very similar to automobiles of 20th-century Earth. Jupiter 8 manufacturers sponsored gladiator games on television in 2268. (*Starship Log*: 'Bread and Circuses' [TOS]) **SEE FILES 18, 68**

Jupiter Outpost 92

One of a number of space stations maintained by the **Federation**. In 2367, this outpost, situated near the gas giant Jupiter, provided early warning that the **Borg** had entered Earth's solar system. (*Starship Log*: 'The Best of Both Worlds', Part II [TNG]) **SEE FILES 7, 19, 69**



▲ The **EMH** imagined he was on **JUPITER STATION** during a series of delusions.

Jupiter Station

Starfleet research and development facility in orbit around the planet Jupiter, in the Sol system. **Dr. Zimmerman's Emergency Medical Hologram** development program was based here. (*Starship Log*: 'Doctor Bashir, I Presume?' [DS9]; 'The Cloud' [VOY]) **SEE FILES 32, 43, 65, 70, 71**

Juro counterpunch

A contact sport at which **Ben Sisko** and **Curzon Dax** regularly competed against each other using bare fists. Curzon usually triumphed over his friend. (*Starship Log*: 'A Man Alone' [DS9]) **SEE FILES 7, 43, 70**

Justinian Code

This ancient Earth collection of laws standardized a millennium of legal rulings to create a single reference. In 2267, attorney **Samuel Cogley** referred to the code while defending **James Kirk** against a murder charge. (*Starship Log*: 'Court Martial' [TOS]) **SEE FILES 19, 43, 68**

Justman, Shuttlecraft

A **Starfleet** shuttlecraft, registry number **03**, assigned to the **U.S.S. Enterprise NCC-1701-D**. A holographic *Shuttlecraft Justman* was 'given' to **Professor Moriarty** for him to use in exploring an equally holographic **Galaxy**. In 2369, the real craft was equipped with experimental **metaphasic shield** technology, and flown into a sun's corona. (*Starship Log*: 'Ship in a Bottle' [TNG]) **SEE FILES 25, 69**



▲ Professor Moriarty and his companion, the **Countess Bartholomew**, had no idea that the **SHUTTLECRAFT JUSTMAN** was, like them, a hologram.